



# **JUDGES HANDBOOK SNOWBOARD & FREESKI**

EDITION 2019/2020

**INTERNATIONAL SKI FEDERATION  
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The Judges Handbook includes official rules from the International Competition Rulebook (ICR). All items in the Judges Handbook that is not from ICR and is not yet approved by FIS, will not be consider as rules.

For more detailed rules, refer to the ICR.

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## 1 Ethics and Code of Conduct

- A judge shall score and rank each competitor fairly, without bias, without regard to past impressions and without regard to the competitor's national affiliation, race, gender or sponsor.
- A qualified judge will never favor or discredit a competitor for his or her personal preferences or affiliations to the judge himself or other people/entities.
- Judges must always aim to give the fairest evaluation of each Competitor based on the same criteria and same scale equally to all competitors.
- A judge shall always conduct themselves in a professional manner at a competition.
- All forms of harassment or bullying of any kind will not be tolerated and judges are to report any incidents to the head judge or proper authority if an incident occurs.
- Judges shall work as a team and recognize that each judge has an equal right to their opinion.
- A judge must always accept criticism calmly and maintain his/her composure.
- A judge shall not predict outcomes in advance or take part in betting's which concerned the competition he is part of the judge panel.
- Judges shall not argue with other judges or Head Judge in front of competitors, officials or event organizers.
- Judges shall not relay information to an individual competitor or team before the competition. Discussions between judges about the course, potential runs, and level of competition witnessed during training sessions are to stay confidential among the judges.
- A judge must not act as a Team Leader, Coach (or Assistant) or be paid staff of team or a national federation with responsibilities for teams at CoC, WSC, OWG, or YOG in the same season as selected as a member of the judge's panel for international competitions.
- Not serve as television commentator nor engage in communication with the media, television, or others except through the headjudge of the Competition in which they are serving.
- Questions regarding the course or tricks should be addressed at the Team Captains Meetings where all Nations and Competitors can receive the same information equally.
- Judges shall not engage in inappropriate relationships or activities of a sexual nature with any competitors before or after the competition. Any judge found to be engaging in an inappropriate relationship with an competitor will be subject to review by the FIS SB & FK JAG and may result in suspension or loss of judge's license.
- Judges may not consume drugs or alcohol before or during the contest. This includes excessive drinking the night before.
- Smoking of any kind is not permitted in or around the judging booth.
- If a Snowboard or Freeski judge does not follow these duties in all points, the license is subject to review by the FIS SB & FK JAG and may result in downgrade, suspension or loss of judge's license.

## 2 Right and Duties of FIS SB & FK Judges

### **Snowboard & Freeski Judges Have the Right To:**

- Receive daily compensation (see ICR Section 3311.11)
- To be reimbursed for their expenses (see ICR Section 3311.11)
- Receive rule books and access to other materials to train as a judge
- Adhere to the Judges Code of Conduct
- To have a current and complete knowledge of competitive Snowboard or Freeski trick identification, trick difficulty, trends and progression.
- Maintain their judging qualification.
- Be bound by all the guidelines and rules set forth in the FIS Snowboard/Freeski ICR and Judges Handbook.
- Have a valid license and be qualified to judge at the competition concerned.
- Follow the judging criteria.
- Contribute to all judging decisions

- Attend all Team Captains Meetings and/or Competitor Meetings before the competition day.
- Each judge shall be on time at the competition location. If there are any issues regarding travel they shall contact the Head Judge by all means possible until the Head Judge is reached and informed about the situation and solution.
- Judges shall make themselves available to the Head Judge to perform any necessary tasks as requested.
- All judges must remain at the judges stand 15 minutes after the competition or longer if the Head Judge requests to field any questions comments or concerns with regard to the competition results or official protests.
- Attend all official events and functions
- Receive lift tickets during all training and competition days
- To have access to the judges stand during competition and training session
- Inspect the competition site during the official training sessions.
- Attend and watch all official trainings
- Check/Confirm results with the HJ with using the judge's steno sheets
- If necessary, check/confirm and help with the calculation of results.

### **Cell Phones in the Judging Booth**

Judges are prohibited from the use of personal cellular phones or similar devices while on the judges stand. The operation of such device could be a distraction to the user and/or other judges and could create an uneasy judge environment and allow for outside influences to affect the judging. During Competition hours these devices should be turned off or in non-transmission/flight mode. These devices may not be used during scheduled breaks or lunch period outside the judge's booth unless approved by the Head Judge.

## **3 Rights and Duties of the Head Judge**

- The Head Judge is appointed by the FIS SB & FK JAG
- Is a member of the Competition Jury with voting rights.
- Shall have a valid judging **license** to Head Judge the competition concerned.
- Shall have a complete knowledge of the FIS judging procedure and follow the rules and guidelines set forth within the ICR and Judges Handbook.
- In the event of an official protest, the Head Judge shall work with the Competition Jury to address and resolve the protest. (See ICR Sec. 5024) for protest protocol.
- Responsible for the coordination of judges before and during competition.
- Responsible to coordinate accommodation and transportation for all judges at the competition in question together with the appointed Judges Coordinator.
- Shall attend and participate at all Jury and Team Captain Meetings and present the panel of judges at a TC meeting before competition.
- Shall make sure all judges attend all Team Captains Meetings and/or Competitor Meetings.
- Is responsible to see that all judges follow the FIS Snowboard & Freeski judge's criteria.
- The Head Judge may replace any judge that is acting unprofessionally, is unfit to judge, or does not follow the judging criteria. If no qualified replacement judges are available, the Head Judge can stand in for this judge and score the event.
- Check the results using judging Steno sheets with the other judges and confirm to the TD as soon as they are official.
- Inspect the location of the judges stand and construction at least one day before the first competition day. Any revisions required to the judges stand to be presented to the TD prior to the last training day.

- Ensure that the standard of the accommodations and transportation are fulfilled:
  - All the rooms should be booked in the same hotel.
  - Hotels should be as close to the venues as possible.
  - The Head Judge should have a single room.
  - Scoring judges should also have single rooms. If single rooms are not possible, no more than 2 judges are allowed per room, and some amount of separation between beds to allow for judge's privacy.
  - Judges will not be assigned to a room with a judge of another gender.
- Event Organizers to supply contacts, names and phone numbers of hotel, TD and Chief of Competition.
- Transportation to/from the airport, hotel, TC Meetings and competition site must be provided by the Event Organizer.
- Is responsible for the coordination of payments and expenses from the Organizing Committee.
- For higher level events (WC, WSC), FIS Snowboard & Freeski Judges Coordinators are responsible to coordinate payments.
- Is responsible for the coordination of all judging requirements on site with the event organizers and the TD.

## 4. Organization

### **Snowboard and Freeski Judges Advisory Group (SB FK JAG)**

The Judges structure is under the responsibility of the Snowboard Freestyle Freeski Committee. The Judging Advisory Group (JAG) exercises this authority.

An annual meeting of the FIS SB & FK JAG is to be held each spring. If a meeting cannot be scheduled, as many members of the FIS SB & FK JAG as possible should meet at one of the last World Cup events of the season.

### **Judges Panels ICR Section 3311.1**

The Judge panel for a competition will be a group of 3-9 qualified Judges and a qualified Head Judge with the correct license for each competition level (certified by the SB & FK JAG). The Judges must judge based upon the current FIS rules and judging criteria.

All Head Judges and Judges for the upcoming season will be selected prior to the fall meetings of the FIS Snowboard, Freestyle and Freeski Committee.

The Judges for CoC- and FIS-Events will be selected when the final calendar planning is completed.

### **Organization of Assignments ICR Section 3311.12**

The organizer must establish contact with the Judges, especially with the Head Judge in advance of the competition.

Cancellations or postponements of competitions must be announced to all Judges and to the FIS immediately, taking into account any applicable deadlines.

The Nations propose the judges to the Snowboard & Freeski Judges Advisory Group (FIS SB & FK JAG). In case of OWG, WSC or WJC, the proposals of the FIS SB & FK JAG and the Snowboard, Freestyle and Freeski Committee are subject to the final approval from the council.

In case the FIS SB & FK JAG proposes a judge, the respective National Association has to approve the nomination in advance. The FIS SB & FK JAG Chairman is to be responsible for the Nations' confirmation.

**OWG:** Nations proposals must be made prior to the annual fall FIS meetings – approximately 1.5 years prior the games.

**WSC:** Nations proposals must be made prior to the annual spring FIS meetings – approximately about 1 year prior the competition.

**WJC:** Nations proposals must be made prior to or at the annual fall FIS meetings of the respective season.

**WC:** Nations proposals must be made prior to or at the annual fall FIS meetings of the respective season.

### **Number of Judges**

Refer to ICR Section 3311.9

### **Number of Judges per Country**

Refer to ICR Section 3311.10

### **Expense Accounts**

Refer to ICR Section 3311.11

### **Judge Assignments and Replacements**

Refer to ICR Section 3311.12

## **5 Judges Licenses**

### **Development** ICR Section 3311.4

The development for a Judge is:

- Have prior knowledge of the sport
- Attend a Regional/National Clinic
- Obtain a C License from their Home Nation
- Gain Regional/National judging experience
- Attend an International Judging Clinic.
- Satisfactory completion of steno/written exam at an International Clinic.
- With approval/acceptance by home nation, and having met all of the above prerequisites, a judge is then eligible to receive an international license from the SB & FK JAG. (See 3311.6 Qualifications – License)

Each National Associations may nominate capable individuals as Judge Applicants for participation in the FIS development process. The SB & FK JAG has the final decision as to their acceptance.

### **Qualifications - Licenses** ICR Section 3311.6

FIS SB / FK A-License and B-License can be issued by the JAG only.  
National associations can issue up to a C-License.

### **A-License**

A-License Judges may judge at all levels of FIS SB / FK competitions, and be Head Judge at all level of FIS SB / FK competitions.

### **B-License**

B-License Judges may judge FIS World Cups, Youth Olympic Games Continental Cups and lower, and be Head Judge at FIS Continentals and lower.

## C-License

C-License Judges may judge FIS Continentals and lower.

In exceptional circumstances, a maximum of 1 C-License Judge per World Cup event is allowed. A maximum of 2 C-License Judges per Continental event is allowed.

C-License Judges may be Head Judge at all National events.

Licenses	OWG	YOG	WSC	WC	UVS	CoC	FIS	NC
A-Judges	X	X	X	X	X	X	X	X
B-Judges		X		X	X	X	X	X
C-Judges				X**		X*	X	X

\*) Only a maximum of 2 (two) C-licensed judges per FIS Continental Cup competition

\*\*) Only a maximum of 1 (one) C-licensed judges per FIS World Cup and WJC

## Prerequisite for Judging License ICR Section 3311.6.1

(Will be updated and changed Oct 2019)

### Prerequisite for a A-License

- Have judged a minimum of five (5) FIS World Cups in the last three years.
- Have attended a minimum of two International FIS Judges' Seminars in the last three years.
- Have been judging for a minimum of four (4) years.
- Approved by the FIS SB / FK Judging Advisory Group.

### Prerequisite for a B-License

- Have judged a minimum of three (3) FIS Continental Cups.
- Have judged a minimum of 1 FIS SB / FK World Cup in the last two years.
- Have attended minimum of one International FIS Judges' Seminar.
- Have been judging for a minimum of two (2) years.
- Approved by the FIS SB / FK Judging Advisory Group.

### Prerequisite for a C-License

C-License is a National License and is based on the NSA's rules and structure.

FIS SB & FK JAG will track the C-licensed judges as a help for the NSAs.

### In General

A Nation can only issue a C-License. In order to Receive a higher License, these Judges Must attend an International FIS Judges' Clinic and be approved by the FIS SB & FK JAG.

## 6 Judge Education and Training

The initial training of a C License applicant is the responsibility of their Home National Association.

Applicants are then required to attend a FIS International Judges' Clinic. Upon satisfactory completion of a written examination and approval by the FIS SB & FK Judging Advisory Group (JAG), and International License can be issued. The examination will be given only in an official FIS language.



### **Sanctioning of International Judging Clinics**

All International Judging clinics/seminars are to be sanctioned by the FIS SB & FK JAG.

International Clinics will be held in key geographic regions annually.

The scheduling and organization of International Judging Clinics is the responsibility of the SB & FK JAG Chairman and Vice Chairman.

A preliminary schedule of annual International Judging Clinic dates and locations should be released after the FIS Spring Meetings.

### **National/Regional Judging Clinic**

National/Regional Judging Clinics are hosted by the National FIS governing body and can nominate judges to receive up to a FIS C License.

If available, an online education platform may be used by nations to educate judges. Judges who complete an online education program and test can be awarded up to an FIS C-License, if the online program is recognized and approved by the judges home nation.

### **Selection of Proctors/Instructors - International Judging Clinics**

In order to become a proctor/instructor for international judges clinics you must have attended clinics and be approved / appointed by the FIS SB & FK JAG. Any qualified Judge intending to teach an international judges' clinic should submit their name to FIS SB & FK JAG Chairman.

Selection of the proctor/instructor will be based on a number of factors:

- The proctor/instructor for International Clinics shall be a FIS A License judge.
- Must have a Capacity to prepare/present the course material.
- Must have strong public speaking skills and experience giving presentations.
- Must have a good attitude and ability
- Must have a high level of understanding of the sport
- Must be an experienced Head Judge at FIS World Cup Level.

### **Selection of Proctors/Instructors - Regional/National Judging Clinics**

The selection of proctors for National clinics is the responsibility of the host nation.

### **Distribution of Judging Clinic Materials**

Materials for International Judging Clinics will be distributed by the SB & FK JAG for approved clinics.

## **7 Judging Procedure**

Each judge shall always make a permanent written record of their scores and tricks for each competitor on their steno sheet these sheets will indicate the Judges name, the competitors bib number, and the judges scores, tricks and Execution for each run.

The official score is the one on the judges Steno Sheet. At Level 1 competitions with a tabulation system, the final score for each judge is official when the Head Judge approves/submits the scores.

Each judge shall work independently, unless the Head Judge calls a meeting. There will be minimal discussion between the Judges concerning a competitors run, and No discussion concerning a competitors score or rank unless initiated by the Head Judge.

In the event of a inquiry about scores and judging, the Head Judge and judges involved shall review the permanent written record and, if necessary, consult with other scoring judges and use any other means available to the Head Judge to review the inquiry/protest. Any video review must be from TV replay or internal footage from the competition (no footage recorded by coaches or competitors will be considered)

No scores shall be released as official until verified and approved by the Head Judge.

No competitor, coach or spectator will be allowed to approach the judge's area and/or address the Judges in person or by phone/text while the competition is in progress. Coaches, Competitors and Spectators should never enter the judging booth. Between heats and after the contest, the judges will make themselves available in the finish coral to answer any questions or address any issues.

## **8 Judging Criteria**

Snowboard and Freeski Judges consider the following criteria when evaluating and comparing competition runs.

- Execution
- Difficulty
- Amplitude
- Variety
- Progression

All criteria are considered equally and are not in any particular order.

The judges use these criteria to evaluate the precise nature of the run in relation to the maneuvers attempted, both individually and as a sequence. The overall composition (flow) of the run is very important as the judges evaluate the sequences of tricks, the amount of risk in the routine, and how the competitor uses the course.

The judges also take each fall, mistake and stop into consideration and will evaluate these considerations when calculating the rank/score for that judged run.

### **Objective/Subjective Use of Criteria**

When the judges are evaluating and comparing competition runs, they must consider the 5 Judging Criteria: Progression, Amplitude, Variety, Execution, and Difficulty. These are the objective criteria which are standardized and based on the judging format. The Subjective aspects of these criteria can come from the judges course inspection, past experience, or just personal preferences. This subjective aspect is what can separate 2 competitors doing the same trick(s). The judges can also use this subjectivity to evaluate a full run. When the judge finds that objective criteria is the same or very similar the judge may subjectively prefer one run/trick over the other to rank them accordingly.

### **Comparing Runs with the 5 Overall Impression Criteria**

In a situation where it is hard to distinguish which of two similar runs is better, a judge will compare the runs based on the main criteria. Therefore there are five criteria in Overall Impression. The judges will consider which run had better execution, difficulty, amplitude, variety and progression. The run that is better in at least three of the five criteria can objectively be ranked higher.

## **8.1 Execution**

Execution encompasses many things: takeoff, grabs, air control, flow, style, and landing. It is important for a judge to recognize a well executed run as well as a poorly executed run and know how to rank/score each appropriately.

### **8.1.1 Judging Considerations: Execution**

#### **Control**

Control should be maintained throughout the whole run, from start to finish. A well executed runs shows good stability, fluidity and each individual trick should be performed with full control. The competitor should perform the run with minimal insecurities and instabilities.

#### **Takeoff**

In a well executed takeoff, the competitor should have proper timing on the takeoff to get a clean “pop” off the lip of the jump, sending the competitor in a high arcing trajectory, maximizing amplitude. Rushed takeoff, low pop, or starting the rotation prematurely on the lip of the jump can negatively affect the execution (unless it’s intentional, like a butter takeoff for example) In Halfpipe, takeoffs and landings should be performed on the higher part of the halfpipe transition, near or at the lip of the pipe.

#### **Landing**

Before landing, the tricks should be completed in preparation for landing and not finished on the snow. In a clean landing, the competitor will land on the balls of the feet or lightly on edge with no other part of the body or equipment making contact with the snow. A hand drags, butt-check, backseat landing, or washout will affect the score. In halfpipe, the competitor should land high on the wall of the transition near or at the lip to demonstrate good execution and transition riding skills.

#### **Grabs**

The proper execution of a grab should be made on the board/ski and not anywhere else. (boot grab, binding grab, knee grab, etc...) Performing grab/grabs is very important to the execution of a trick and a missed or weak/short grab will influence the judges score negatively. Well executed grabs are held throughout the majority of the trick. The competitor can show additional grab control with elements like boning or tweaking. The position or waving of the non-grabbing hand can also subjectively affect the execution and style.

#### **Style**

This is subjective and can be defined as a display of the mastery of tricks execution by a Competitor. To have style defines the competitor. It sets their runs apart from the other same or alike maneuvers performed by other competitors on the same features. Judges can use this subjectivity along with the other Overall impression criteria to separate similar runs and tricks.

#### **Course Use/ Pipe Use**

The run should be performed from start to finish. Judges assess the run until competitor has stopped performing, has exited the bottom of the pipe or leaves the course. Tricks done while entering the halfpipe will be considered. Leaving the slope course or exiting the halfpipe before the end of the course will affect the score. In slope the run should show a mastery of all aspects of the course (rails, jumps, hips) not just one section or section type.

**Flow**

Is a subjective assessment and is based on how the competitor puts together a run. The judges will use this to assess the way a competitor links tricks and may affect execution and variety. There should be no unnecessary speed checks, line changes or interruptions in the flow of the run. The competitor should show clean edge control throughout the slopestyle course or halfpipe, including the flat bottom (HP) and between features (SS).

**Reverts**

Including set-up reverts or stops within the run will result in a score reduction.

**Rails**

The competitor should have a good trajectory to maximize the length of the feature. Rails should be slid completely to the end (unless done intentionally to link to another trick). Judges also consider if the competitor was well balanced over the feature/"locked-on" to the rail, or if the competitor was sliding the side and coming off early.

## **8.2 Difficulty**

It is important for a judge to be able to estimate the difficulty of every trick. This ability can come from personal experience as a former competitor, observations or gathering feedback from the competitors. Discussions about difficulty should take place at official Competitor/Team Captains Meetings where the most individuals can take part and receive the same information. One-on-One Course discussions between a coach and judge should be avoided. Individuals may not always agree with each other when discussing difficulty scales, but judges must have clear opinion of what is easier and what is more difficult.

### **8.2.1 Judging Considerations: Difficulty**

**Amount of Rotation**

The amount of rotation can affect the difficulty. Larger amount of rotation does not necessarily always increase the difficulty. A judge must use their own subjective consideration when determining their opinion of the difficulty of the amount of rotation.

**Direction of Rotation**

Competitors can display increased difficulty in the run by spinning in all directions.

(FK) Leftside, Rightside, Switch Rightside, Switch Leftside and Ally-Oop.

(SB) Frontside, Backside, Switch Frontside, Switch Backside and Ally-Oop.

A combination of clockwise and counterclockwise rotations in a run can greatly increase the difficulty of a run.

**Axis**

The axis of a rotation can increase the trick difficulty. Counter rotations (shifties, bring backs, etc), up-slope rotations (alley oops), and also increased quantity of inverts in a trick (doubles, triples, etc) can all increase a trick's difficulty. Inverted or off axis tricks do not necessarily make a trick more difficult. The judges must consider other aspects of these tricks to properly evaluate them. Different rotational axis (Longitudinal/Lateral Axis, Vertical Axis) should be considered.

**Blind Landings**

Tricks with a blind landing can be considered more difficult than ones which allow for a view of the landing in the last 180 degrees.

**Grabs**

Performing grabs can change the difficulty of the trick. It is difficult to maintain a held grab throughout a rotation, and some grabs are more difficult than others. Boning, tweaking can also increase the difficulty and execution. Where the competitor grabs, and with which hand during different rotations can also increase the difficulty.

**Use of Course (SS)**

A course can include jumps, rails, boxes, quarter pipes, transitions, pole jams, wall rides, transfers, and much, much more. During course inspection or at the beginning of practice every judge should inspect the course to determine in their opinion which features or line may be more difficult. The judges may reward the competitor that uses different types of features. A difficult trick or combination executed on an easier feature, can possibly score better than an easier maneuver performed on a more difficult feature.

**Trick Location (HP)**

There can be increased difficulty and risk by performing more difficult tricks and combinations at the beginning or middle of a halfpipe run.

**Amplitude**

As it relates to Difficulty, amplitude can increase the difficulty of a trick. It is more difficult to maintain a high Amplitude though the entire run.

**Risk Taking**

Amplitude, blind landing/blind takeoff, line selection and creative use-of-course can increase the risk of a trick. Performing more difficult tricks at the beginning of the HP run can also increase risk as well.

**Combinations**

Linking hard tricks back-to-back can increase the difficulty and also add variety to a run. Trick combinations should always be taken into consideration by the judges. The composition of the tricks should also fit to the flow of the course.

**Straight Aairs and Small Rotation Tricks**

When performed with amplitude, good execution and/or a special or progressive element, straight aairs, switch straight aairs, air-to-fakie, 360s, switch 360's, switch 540's and other minimal-rotation tricks can be subjectively rewarded.

**Jumps / Transition**

Airtime/Amplitude on the features needs to be taken into account, not just the length of the tables. The width of takeoff can also affect the difficulty of the feature. Judges need to assess this during practice. (SB) Hitting side transition features on the heel edge is more difficult than off the toes.

**Rails**

Rails with a longer a sliding distance can have increased difficulty and generally the more narrow the width of the feature, the more difficult it is. Kinks, closeouts, curves, rainbows, etc can increase the feature difficulty. The feature material will affect the slipperiness and slid ability of the rail and will affect the difficulty. Low or flat takeoffs can be more difficult than rideons or higher takeoffs.

A rotation that is the opposite direction to the initial rotation onto the rail (pretzel), can increases trick difficulty. This includes pretzel rotations off of the feature as well as pretzel switch-ups. Combinations of maneuvers on the feature can increase difficulty.

Transferring between two features can increase the trick difficulty. Sliding the feature away from the feet on the skis/board can be more difficult than under feet. (Example NosePress and TailPress). Grabbing the skis/board while sliding should be considered. The type of rail feature must be considered when evaluating the difficulty of a flip off of a rail. (Example: Misty 450 off)

#### Additional Difficulty Considerations for Snowboarding

- (SB) Take offs: including heel or toe, nosebutters, nollie. It is more difficult to take off on your heel edge than on your toe edge.
- (SB) A backside take off is more difficult than a frontside takeoff.
- (SB) Grabs and tweaks that shrink the rotational momentum or swing weight decrease the tricks difficulty.
- (SB) Grabs and tweaks that grow the rotational momentum and swing weight will increase the Difficulty.
- (SB) Flat spins can also be difficult, if the competitor is able to stop their rotation prior to landing.
- (SB) A rotation with a blind landing off the rail, increases trick difficulty.
- (SB) An initial rotation that is blind to the rail (hardway) is more difficult than a normal rotation.
- (SB) Rotating into a 50/50 or press has a less margin for error therefore will increase the difficulty of the trick.
- (SB) When approaching switch, an ollie off the rear of the board is more difficult than one off the front.
- (SB) Approaching the feature with your back to it (backside or switch backside) makes the maneuver more difficult.
- (SB) On or off the rails (Example: Easy or Hard way)

### 8.3 Amplitude

Judges consider Amplitude in all disciplines: Halfpipe, Slopestyle and Big Air. Higher amplitude can accentuate well executed tricks and leave a strong impression.

#### 8.3.1 Judging Considerations: Amplitude

Judges must take note/steno of the level of amplitude throughout a halfpipe run. Higher amplitude can accentuate a clean, well executed trick and leave a strong impression.

Maintained high amplitude all the way down the pipe is rewarded, where a decreased amplitude from hit to hit affects the score negatively. Maintained amplitude requires excellent timing/pop on takeoffs, clean landings, efficient line/travel through the flat bottom and transition riding skills.

The judges consider Amplitude vertically from the lip of the halfpipe as well as the distance travelled down the pipe. Higher amplitude can increase the difficulty on certain tricks. The distance traveled should be in proportion with the vertical amplitude. Traveling a long distance down the pipe without high amplitude can negatively affect the judges impression.

The amplitude of the trick is not increased or decreased by the location of the landing on the transition.

### **8.3.2 Judging Considerations: Amplitude in SS & BA**

Judges recognize good amplitude on jumps by appropriate speed and a clean “pop” off of the takeoff and a high arc and trajectory through the air to maximize airtime.

Good amplitude will have the competitor landing in the appropriate place down the landing, in the “sweet spot”. Too much or too little amplitude on kickers can show improper execution and can be dangerous. A low trajectory through the air or landing short on the knuckle is considered poor amplitude by the judges and will affect the score negatively.

The trick should match the trajectory of the takeoff, landing and hangtime.

#### **Rails**

In slopestyle amplitude can also be considered by the “energy” on and off rails or other features and by using the rails or jib features to their intended full potential.

### **8.4 Variety**

A halfpipe or slopestyle run with good variety will include many different tricks, grabs, rotations and axis’. Variety shows that the competitor has a complete repertoire of tricks.

#### **8.4.1 Judging Considerations: Variety**

Variety can be a key factor in comparing SB and FK Halfpipe and Slopestyle competition runs. For Variety in Big Air, see Judging System and Competition format section of the Judges Handbook.

Judges look for competitors to display a variety of different takeoffs/landings (switch/forward), direction of spin (clockwise and counterclockwise), grabs, axis and rail tricks in the run. Doing tricks such as alley oops, reverse carve, air to fakies (HP), 0-Spin, Etc. will also show variety.

Variety also includes using the different aspects of the course. (transition take off, gaps, transfers, etc) Slopestyle courses have a most commonly used line. Competitors who stray from this and use the course in a new and creative way can be rewarded.

#### **Repeated Tricks**

If a trick, grab or maneuver is repeated in a run it should affect the score negatively.

#### **Rails**

In slopestyle, a competitor can also show variety on rails, not just with clockwise/counterclockwise rotations, but with a variety of trick variations on a variety of features. A well rounded slopestyle can show variety on rails with lipslide, tails-over, blind takeoff/landing, pretzels and switch-ups, etc.. A well composed slopestyle run will also utilize a variety of feature types: down-rails, kink-rails, wide/narrow rails, gap-to-rail, cannon rail, etc.

**Snowboard Judges** consider the following when evaluating variety:

The SB competitor should show a wide variety of the trick families (forward, switch, frontside, backside, alley oop, etc) as well as rotational types (off axis, rodeo, inverted, etc).

- Takeoffs and landings should be a mix of switch and forward.
- Spinning different ways: Backside, Frontside, Switch Backside and Cab
- Longitudinal/Lateral Axis
- Grabbing the board with different grabs on different spins with different hands
- Straight airs, alley oops, air to fakies
- Each trick should look unique to the others performed.

**Freeski Judges** consider the following when evaluating variety:

- Multiple directions of movement: forward and switch
- Multiple directions of rotation: leftside, rightside switch leftside and switch rightside
- Multiple Axis': upright, off-axis, inverted, flatspin, rodeo, misty, bio, orbital, doublecork and triplecork
- Down the pipe spins and ally-ooop spins (HP)
- Multiple grabs: a mix of many different grabs on different tricks

## **8.5 Progression**

The Progression criteria encompasses many things. Most obvious is a new trick that has never been performed before, but many other elements can be considered progressive at all levels of competition.

In order for a judge to recognize and properly reward progression, they must have a current and accurate knowledge of SB and FK trends and movements.

### **8.5.1 Judging Considerations: Progression**

#### **New or Uncommon Tricks**

Progression can be recognized at all levels of competition. If an competitor displays a trick, trick variety, grab or anything that stands out as new, unique, rare, innovative or creative for that level of competition, judges can recognize that as progression.

#### **Creativity**

Judges can subjectively award creativity and innovation under the Progression criteria. This includes creative line choice or unique use of course/feature, a new trick or variation on an existing trick.

#### **Grabs**

A competitor can display Progression in new or uncommon grabs or by performing a grab in a particular trick that is uncommon or rarely done in that way. New combinations of grab-to-grab sequences or different varieties of double-grabs can also be considered.

Progression can be very subjective for each judge. All judges may not agree on what is progressive, therefore it is up to each judge to formulate their own opinions.

#### **Use of the Progression Criteria**

When a judge is comparing two runs which have a similar quality of execution, difficulty, amplitude and variety, Progression can be a deciding factor when choosing to rank one run above another.



## 9 Judging System

Snowboard and Freeski judges utilize the following judging systems for scoring different event formats. Some judging systems described are for TV graphic packages only.

### 9.1 Overall Impression (OI)

Overall Impression Judging is different than traditional scoring where a point system is used. Overall Impression creates an environment that can adapt to the progression of snowboard and freeskiing, allowing the competitors to move the sports forward without any mandated trick requirements or restrictions.

This philosophy, which was generated early on, has continually been refined to offer more consistent judging from event to event with Overall Impression Criteria. The Overall Impression format will always have a hint of subjectivity, however it is the only way to keep progression in the hands of the competitors, and allow for the sports to continue to grow.

Snowboarding and Freeskiing is constantly evolving and should not be restricted to a standardized system of numbers and points. Therefore, it is up to the judges to keep the “free” in Freeskiing and Snowboarding by using the Overall Impression format.

In the Overall Impression System, three to seven judges independently evaluate the competitor's performance based upon the judging criteria and give an overall impression score between 1 to 100.

#### **Overall Impression System with 3 to 5 Scoring Judges**

With 3 to 5 Scoring Judges, all scores will be counted and averaged to create the final score displayed as XX,XX out of 100.

#### **Overall Impression System with 6 to 7 Scoring Judges**

With 6 to 7 Scoring Judges, the highest and the lowest scores will be dropped and the remaining middle scores will be counted and averaged to create the final score displayed as XX,XX out of 100.

#### **Ranking Runs with Overall Impression**

The focus of Overall Impression is to compare runs and build a ranking. Scoring is the tool that judges use to place each run into the desired position in the ranking. Judges score a run to rank it (in their opinion) above the runs which were worse and below the runs which were better.

#### **Establish the Range**

Before every competition judges must closely watch practice to establish the Below Average Range, the Average Range and the Above Average Range for that course on that day. At the beginning of the competition it is important to identify what range a run falls into and score the first few runs into the appropriate range for *that* competition. The first 5 to 10 scores given become the anchor scores from which a judge will build a ranking.

#### **Anchor Scores**

Scores already given act as “anchor” scores. A judge will build a ranking by comparing runs to similar runs already scored. After comparing runs the judge will give a score to rank that run above or below the anchored runs as he/she sees fit. Leaving room to fit scores for more runs.

### **Keeping an Open Range**

Keeping an open range of scores is a skill that is acquired with practice and experience in the judging booth. A judge must have the ability to spread out his/her range to allow for room to insert scores into the ranking

## **9.2 Section by Section judging for Slopestyle (SBS)**

ICR Sec. 3403.4

### **Minimum 7 up to max 9 scoring judges:**

For WC, WSC and OWG if the SBS judging format is used, a minimum of 9 scoring judges is required.

Judges will be divided into 2 parts: Trick judges / Overall judges

Trick judges should be: 60% from total score

Overall judges should be: 40% from total score

In the SBS the Overall Judges will enter 1-100 points each and Trick Judges will enter 0 -100 points each and this will be recalculated in the Data & Results system.

### **Trick / Section judges**

Two to Three panels of Trick judges will evaluate the different sections of the Slopestyle course. The judges can be in panels of two or three judges and each panel will evaluate two or three consecutive sections one after the other in the course. Trick judges will evaluate each section individually using points to create a ranking for each section.

Scores from each section can be divided equally between all sections in the slopestyle or each feature / section can have different values. Also, different features in one section can have different values.

Trick/Section Judges evaluate their assigned sections individually and give a score 0 – 100 for each section using the Overall Impression judging criteria. The combined section scores will count for 60% of the final score.

### **Overall judges**

One panel of two to three judges will evaluate the run based on Judges Criteria Used. The total score from Overall judges will be calculated with the average of the scores from the Overall judges.

Overall Judges evaluate the entire run and give a score 1 – 100 using the Overall Impression judging criteria. This will count for 40% of the final score.

### **SBS System with 8 to 9 Scoring Judges**

Judge Nr 1 and Judge Nr 2 will evaluate section:	1 + 2
Judge Nr 3 and Judge Nr 4 will evaluate section:	3 + 4
Judge Nr 5 and Judge Nr 6 will evaluate section:	5 + 6
Judge Nr 7 and Nr 8 (and Judge nr 9) will evaluate:	Overall

### **SBS System with 7 Scoring Judges**

Judge Nr 1 and Judge Nr 2 will evaluate section:	1 + 2 + 3
Judge Nr 3 and Judge Nr 4 will evaluate section:	4 + 5 + 6
Judge Nr 5, Nr 6 and Judge Nr 7 will evaluate:	Overall

### 9.3 DEAL Scores for Big Air

Minimum 6 Judges shall independently evaluate the competitor's performance based on the Judges Criteria used and each judge will create one score (1 - 10). After the judge has put in the score, he/she will analyze and evaluate each Criteria. Input the DEAL scores (Difficulty, Execution, Amplitude and Landing) and the outcome will show how well each criteria was.

All 6 judge's evaluations for DEAL scores are to be averaged and displayed only for TV Graphics. DEAL scores do not affect the Overall Impression scores given by the judges.

(D) ifficulty	=	1-10
(E) xecution	=	1-10
(A) mplitude	=	1-10
(L) anding	=	1-10

### 9.4 DAVE Scores for Halfpipe

Minimum 6 Judges shall independently evaluate the competitor's performance based on the Judges Criteria used and each judge will create one score (1 - 10). After the judge has put in the score, he/she will analyze and evaluate each Criteria. Input the DAVE scores (Difficulty, Amplitude, Variety, and Execution) and the outcome will show how well each criteria was.

All 6 judge's evaluations for DAVE scores are to be averaged and displayed only for TV Graphics. DAVE scores do not affect the Overall Impression scores given by the judges.

(D) ifficulty	=	1-10
(A) mplitude	=	1-10
(V) ariety	=	1-10
(E) xecution	=	1-10

### 9.5 Variety in Big Air

ICR Sec. 3502.3.1

In Big Air best 2 jumps out of 3 jumps format, the two counting tricks must be different. If a competitor performs the same type of trick two times or more during the same phase, the one highest scored trick will be counted, and the lower ones not considered. If only two jumps are performed in a single phase, the highest individual score will count.

#### 9.5.1 Variety in Big Air

Different types of tricks are defined as follows:

- Clockwise and Counterclockwise.
- Forward or switch front flips / forward or switch back flips. Once a competitor adds a rotation of 180 degrees or more to a flip it becomes a rotational trick (clockwise or counterclockwise).
- Straight airs or switch straight airs are to be considered as different type of trick

### 9.5.2 2 of 4 direction format

Different type of tricks is defined as follows:

- Snowboard: Frontside, Backside, Switch Backside, Switch Frontside
- Freeski: Right, Left, Switch Right, Switch Left.
- Forward or switch front flips / forward or switch back flips. Forward or switch front flips / forward or switch back flips. Once a competitor adds a rotation of 180 degrees or more to a flip it becomes a rotational trick (clockwise or counterclockwise).
- Straight airs or switch straight airs are to be considered as different types of trick

The version of the format used for Men and Women at each event is to be decided at the Team Captains meeting prior to the first training session. Men and Women may use a different format version at the same event.

### 9.5.3 Variety in Big Air with Knock-Out Ranking ICR Sec. ICR Sec. 3502.3.1

The 1st and 2nd Trick need to have a different direction in rotation (Clockwise & Counterclockwise). On the 3rd Trick the direction of take off (FS, BS, SBS and Cab) needs to be different than the 1st and 2nd.

Straight airs or switch straight airs are to be considered as different types of trick

## 10 Recommended Point Range

At each competition judges use scores from 1 to 100 to rank each competitor. The score given by each judge represents the desired ranking from each judge, above or below anchor scores already given.

The following is a recommended point range for each judging system. Judges can use this as a tool when placing runs into a point range. Range will vary from event to event. Runs that fall into the average range can be considerably different based on the level of competition at each event. This is why it is important to establish the range while watching practice at every competition.

### 10.1 Recommended Point Range: Overall Impression (OI) (Freeski Only)

#### **Very Poor and Full Crash Range: 1-30 pts.**

- 1-10 pts. crash at the start of the course
- 10-20 pts. crash on the first 1/2 of the course or extremely poor execution and low difficulty.
- 20-30 pts. is a crash at the end of an otherwise good run or extremely poor execution and low difficulty.

#### **Below Average Range: 30-45 pts.**

- Low degree of difficulty for *that* field of competitors
- Poor execution and missed grabs
- Reverts
- Major deductions: Hand drag, Butt check, Etc.

#### **Average Range: 45-65 pts.**

- Represents the ability level of the majority of the field of competitors
- Average degree of difficulty and execution for *that* field of competitors

**Above Average/Good Range: 65-85 pts.**

- Good execution
- Minimal or no mistakes or insecurities
- A solid trick flow, left/right spins and good combinations
- Multiple difficult tricks

**Excellent Range: 85-100 pts.**

- Perfect execution
- Many difficult and technical tricks linked together consecutively
- A variety of rotations, grabs and axis'

## **10.2 Recommended Point Range: Section by Section (Freeski Only)**

0	Skipped Feature
1-10	Full Crash
10-20	Heavy bail, near-crash or major mistakes/deductions
20-30	Very poorly executed tricks or average tricks with mistakes/deductions
30-50	Hard tricks (or runs) with poorly execution
50-75	Average quality of execution and difficulty for <i>that</i> particular competition
75-85	Above average tricks or runs
85+	Exceptional tricks or runs

**FOR OVERALL IMPRESSION JUDGES:**

OI Judges in the SBS format use a different scoring range than traditional overall impression judging. Overall judges must account for the Variety criteria more than usual due to the fact that the Section judges score do not consider variety.

**FOR SECTION JUDGES:**

It is important for Section Judges to inspect their sections closely during practice and identify the tricks that will be performed in their sections. What are the tricks? Identify the below average, average, best. Judges should take notes and identify which tricks fall into the appropriate scoring range in that section.

## **11 Deductions (Snowboard Only)**

(Deduction Scale approved for Snowboarding Only)

The deduction by the Judges is taken from the score that would have been given with a correct completed landing on the tricks. Only mistakes on snow are deductions, all others are in other criteria's.

For example, a competitor, considered to be not under control could be awarded 45 points by a Judge for the run and receive a 20 point deduction for a major landing fault, thus giving the competitor a score of 25.

### **11.1 Deductions: Halfpipe**

Deductions for falls per judge will be as follows:

1 - 10	Small mistakes on landings including: flat landings, deck landings, sliding, light hand touches and other instabilities.
11 - 20	Medium mistakes on landings including: full stop, extended hand drags, heavy hand touches, light butt checks and reverts.
21 - 25	Major mistakes on landings including: heavy butt check, body checks and complete bails.

## 11.2 Deductions: Big Air

Deductions for falls per judge will be as follows:

1 - 9	Small mistakes on landings including: hand drag, small hand-touch, etc
10 - 19	Medium mistakes including: two hands down, reversing the trick due to instability
20 - 29	Major mistakes on landings including: body contact with the snow
30	Huge mistakes on landings including: the body would hit the snow first

## 11.3 Deductions: Slopestyle

Deductions for falls per judge will be as follows:

1 – 5	Minor mistakes on landings including: unstable body during landings, possible Small Hand-touch, using hands for stability and other instabilities.
6 – 15	Medium mistakes on landings including: reverts, light touch downs, heavy hand touches, body contact with snow.
16 – 20	Major mistakes on landings including: hard touchdowns, falls, complete falls.

## 11.4 Deductions: Slopestyle Section by Section (SBS)

**(Overall and Trick judges)**

1 – 20	Minor mistakes on landings including: unstable body during landings, possible Small Hand-touch, using hands for stability and other instabilities.
21 – 60	Medium mistakes on landings including: reverts, light touch downs, heavy hand touches, body contact with snow.
61 – 80	Major mistakes on landings including: hard touchdowns, falls, complete falls.

## 11.5 Definitions: Mistakes, Instabilities and Crashes

There are a number of names for instabilities that cause an competitor to be out of good body position. Defined below are some of the most common instabilities:

- Backseat: They land in a sitting position over the tails
- Hand Down: They put a hand on the snow to try to regain control;
- Speed Check: Instead of linking a turn, they turn sideways momentarily in a choppy motion to cut speed
- Butt Check: They momentarily sits on the snow and bounces back up
- Back Slap: They momentarily lays their full back on snow; major loss of control.
- Washout: keeps spinning when they land because they cannot stop their momentum
- Revert: lands in the wrong position and surface slides to realign
- Early Off: comes off a rail feature before the end due to being unbalanced on the feature
- Knuckle: the slope change between the deck of a jump and the down sloped landing.
- Deck: The flat zone between the jump and the Knuckle. In HP the flat area above the transition
- Flat landing: They overshoots the entire landing transition due to too much speed
- Wedging (FK): AKA “snowplow” Instead of linking a turn or speed checking, skier power wedges before a feature to cut speed;
- Catching an Edge: Digs in an edge (inside or outside) Uncontrollably
- Rolling Down the Windows: Swings arms either in a forward or backward direction Uncontrollably
- Flailing: Swings arms all over the place
- Poling (FK): Loses speed and uses poles to regain speed
- Skating (FK): Skier loses speed, uses skis in a skating fashion to create momentum;
- Full Crash: Full body contact with the snow, skis/snowboard loses contact with the snow and/or loses ski(s) or a full stop of momentum

## 12 Steno Sheets / Memory Boards

Steno Sheets/Memoryboards will be used to make a permanent written record of his/her scores at all times. layout can be printed Portrait or Landscape when many tricks are performed. Blank Steno Sheets can be downloaded from the FIS website.

Name, Judge nr#, event and what heat should also be written on Steno.  
Many examples are existing but remember, it is our working tools.

**Example:**

BiB	S	NOTES	0-30	30+	40+	50+	60+	70+	80+	90+

## 13 Judging Supplies and Materials

The Head judge should organize Steno Sheets for the judges together with the startlists for the judge's panel. Also Head judge should inform the selected judges to bring their own materials that judges use during the competitions.

Each judge is responsible of their own: pencil, pencil sharpeners, clipboard and erasers.  
Judges should remember to bring snacks and water during events.

**The organizer should be responsible for:**

### **Supplies:**

- Access to a copy machine
- Stapler and extra staples
- 1 hand calculator (as big as possible, fresh batteries)
- Scoreboard for results close to Judge Stand and up on start
- Hot & cold drinks and a variety of food during event

### **Furniture: for judging booth**

- Tables that are needed
- Chairs with backrests

### **Staff:**

- Official scoring secretary and up to three assistants to be used to run scores, record runs on scoreboard (only if used)
- Starter and co-starter

**Judges Stand Requirement:** ICR rule: 3201

**Judge Stand Position HP SS BA:** ICR rule: 3201.2 / 3201.3 / 3201.4

**Video Judging:** ICR rule: 3406

## 14 Checklist for headjudge

Name of competition: \_\_\_\_\_

### Before competition

- Judges have been selected for competition

- Head Judge \_\_\_\_\_
- Judge 1 \_\_\_\_\_
- Judge 2 \_\_\_\_\_
- Judge 3 \_\_\_\_\_
- Judge 4 \_\_\_\_\_
- Judge 5 \_\_\_\_\_
- Judge 6 \_\_\_\_\_
- Judge 7 \_\_\_\_\_
- Judge 8 \_\_\_\_\_
- Judge 9 \_\_\_\_\_

### Contact person from Organising Committee

Name of Contact Person \_\_\_\_\_  
Phone Number \_\_\_\_\_  
E-Mail: \_\_\_\_\_

- Transport has been organised by Organisations committee
- Accommodation have been organised by Organisations committee
- All the judges know the judge contact person if there would be any problems.
- Headjudge is the only person that should be in Contact with OC prior to events

### Arrival

- Lift passes to all the judges
- Food coupons/per-diem
- See if judges have arrived
- Check if the judges have good accommodation
- Check if there is something special going on e.g. beer tickets to Party
- Credentials, tickets or vouchers to any gatherings associated with the event.

### Check / Competition site with Chief of Competition and TD

- Inclination
- Length
- Width
- Fences
- Start area
- Finish area
- Judging Booth/View

### Get input about competition site from the coaches/competitors

### Check judge stand with Chief of Competition and TD

- View over Arena -
- Enough height
- Large enough
- Stable
- In the center
- Tables and chairs



## **Competition Committee Meetings**

### **First meeting**

- Discuss competition program
- Discuss the material you need (list of supplies)
- Meet chief of scoring

### **Second meeting**

- Discuss condition of Arena
- Time schedule for program

### **Get the OK from**

- TD
- Chief of comp
- Chief of scoring
- Speaker
- Starter
- All assistants

### **Material for Judges Stand**

- Steno Sheets/Memory boards
- Start Lists
- Pencils
- Radios and what channels to be used
- Blankets
- Food and drinks (coffee, soft drinks, water)

### **Team captains meetings day before competition**

- Introduce judges
- Report from TD and chief of competition
- Competition format and judging criteria
- Present Competition program

### **Judge meeting night before competition**

- Discuss the day's official training
- Discuss condition of Arena
- Discuss judge stand
- Set the time for presence of all the judges to be at the judge stand
- Transportation issues if necessary to Judges Stands

### **Competition**

- Make sure that you have the FIS ICR book

### **Arrive early to check:**

- Judge stand
- Fencing
- Start area
- Finish area
- Discuss the order of seating
- Distribute starting lists and judge material to judges
- Practice scoring/Set a range
- Radio check with TD and starter
- Check judge scores between qualification and finals

### Post competition

- Check result with chief of scoring
- Fill in Head Judge report and send it to FIS Judges Advisory Group
- Participation at the award ceremony
- Thank members of Organising Committee
- All the judges have been paid
- All the judges have transportation arranged
- Closure with TD

## 15 Freeski and Snowboard Definitions and Terminology

### Halfpipe Terrain Definitions

**Superpipe:** A halfpipe with 22 foot tall walls

**18 Foot Pipe:** A halfpipe with 18 foot tall walls

**Lip:** Top of the wall of the pipe where competitor's take-off and land

**Transition:** Radius on either side of the pipe

**Start/Drop In:** Taller, more angled portion at the top of the pipe where competitors drop in to start his/her run

**Flatbottom (or Flats):** The level surface between the transitions (see Transitions/walls)

**Deck:** The flat surface at the top of each wall of the halfpipe, typically lined with spectators and media.

**Vert:** The apex of the transition where the wall goes completely vertical. Perfect vert is necessary to launch the competitor out of the pipe at a trajectory that will allow for re-entry/landing back in the pipe.

**Finish Corral:** The area at the base of the pipe where the competitors come to a stop at the end of their run.

**Frontside Wall (SB):** Front wall the competitor is facing .

**Backside Wall (SB):** Back wall.the competitors back is toward

	Frontside wall	Backside wall
<b>A Regular:</b>	Riders Right	Riders Left
<b>A Goofy:</b>	Riders Left	Riders Right

**Skiers Left Wall (Left Wall):** Pipe walls are always defined by the perspective of the skier as they are going down the pipe. Skiers Left Wall is the wall of the halfpipe on the skiers leftside as they are looking down the pipe.

**Skiers Right Wall (Right Wall):** Pipe walls are always defined by the perspective of the skier as they are going down the pipe. Skiers Right Wall is the wall of the halfpipe on the skiers rightside as they are looking down the pipe.

### Slopestyle Terrain Definitions

#### Jump Types:

- **Tabletop/Kicker:** The standard jump in a slopestyle or big air. The take off ramp or jump is built up off of the deck of the jump. The rider takes off of the jump, clears the flat deck, over the knuckle to the landing.
- **Knuckle:** The breakover point where the table deck starts to slope down to the landing.
- **True Table:** A style of jump where the takeoff transition goes right up the the deck of the jump. The lip of the take off and the knuckle to the landing are at the same level.
- **Step Up:** A jump style where the deck rises up after the takeoff and the skier clears up and over to the landing, closer to the apex of the airtime. Sometimes referred to as a step-over.
- **Step Down:** A jump style where the landing is downslope creating an airtime with more vertical drop out of the air.

### **Rail Types:**

- **Urban Style Rail:** A rail where the rider approaches from either side of the rail to jump on, rather than jumping straight on. Often times urban style rails have a larger jump or ollie to get onto the rail.
- **Cannon Rail:** A rail or box angled upwards so as to propel the rider into the air after coming off the box.
- **Gap to Rail:** A rail with a space between the take off and the rail so the rider must go airborne, clear a gap before landing on the rail.
- **Single Kink:** A rail with a single kink. Examples: flat-to-down, down to flat
- **Double Kink:** A rail with two kinks. Examples: down-flat-down, flat-down-flat
- **Three Kink:** A rail with three kinks. Examples: down-flat-down-flat, flat-down-flat-down
- **Quad Kink:** A rail with four kinks
- **C-Rail:** A rail curving left or right.
- **S-Rail:** A rail with two curves forming an S shape
- **Donkey Dick:** A kink with a short flat section at the end of a down rail
- **Elbow Rail:** A rail kink to the left or right.
- **Box:** A box feature is defined by having two rails (or coping) on the sides of a more wide and flat sliding surface than a rail.

## **16 Snowboarding trick Dictionary**

**Centre of Balance:** Is located at the level of the navel, where the three axes intersect.

**Longitudinal axis:** Runs across the width of the body, through the balance point.

**Vertical axis:** Runs from the head to the feet, through the balance point.

**Lateral axis:** Runs from front to back, through the balance point.

### **POSITION OF THE FEET ON THE BOARD**

**Regular:** Left foot front.

**Goofy:** Right foot front.

It is very important to know if a rider is Regular or Goofy. (R or G)

It should be mandatory in the inscriptions of an event that the riders write in if they are Regular or Goofy also the Judges must observe and inspect each rider during the training sessions.

It is a very important fact for the judges, because they must know when a rider goes with his basic or switch stance.

**Normal/Forward:** The rider goes forward in his basic stance.

**Fakie:** The rider goes backwards in his basic stance. The turn is around the tail (the nose takes off before the tail).

**Switchstance:** The rider goes backwards with his stance switched, mirror vice. A regular rider now goes like a goofy rider, and vice versa. The turn is around the nose (the tail takes off before the nose).

<b>A REGULAR:</b>	Stance NORMAL/FORWARD	–	Left front foot.
	Stance SWITCHSTANCE	–	Right front foot.

<b>A GOOFY:</b>	Stance NORMAL	–	Right front foot.
	Stance SWITCHSTANCE	–	Left front foot.

**Frontside / Backside:** Two turns directions can be determined. In Pipe the reference is the lip/wall, when the chest is in front of the lip/wall (Frontside) and if the back is against the lip/wall (Backside).

**Alley Oop:** Trick Uphill, in opposite direction of the hill. A frontside trick is on the backside wall and vice versa. All the tricks can be done with Alley Oop.

## **PARTS OF THE BOARD**

- NOSE            - TAIL            - TOE SIDE            - HEEL SIDE

### **Tricks in Halfpipe (can also be used for other disciplines)**

**AIRS:** Tricks over the lip of the pipe.  
**HANDPLANTS:** Tricks in which the rider leans one or two hands on the lip.  
**LIPTRICKS:** Tricks on the lip, not included in the other two classifications.

### **AIRS**

Rotation under 360° (Around vertical Axis):

Grab	Backside wall	Frontside wall
Front Hand toe side	Mute	Slob
Front Hand heel side	BS Air	Lien Air
Back Hand toe side	Indy	FS Air
Back Hand heel side	BS Stalefish/Freshfish	FS Stalefish
Back Hand tail side	BS Tailgrab	FS Tailgrab

BS = Backside, FS = Frontside

**To Tail:** Landing the tail knocking the lip.  
**To Nose:** Landing the nose knocking the lip.  
**To Rock:** Landing with the board over the lip. (The nose points out of the pipe).  
**To Disaster:** Landing with the board over the lip. (The nose points into the pipe).

These types of landings must be done on purpose, they won't affect the riders score as long as it was clearly intentional.

**Lien to Tail:** A Fs air, front hand grabs the nose, and lands knocking with the tail on the coping.

**Body Jar:** Bs Air landing with the tail on the coping. Similar Lien to Tail, but only Backside.

**Half Cabs:** Fakie 180°

### **Rotation over 360° (Around some axis):**

Anyone of the previous airs can be performed with a rotation: 360°, 540°, 720°, 900°, 1080°, with or without grab:

**Caballerials (Cabs):** Fakie 360° around the vertical axis, BS or FS, (If it is backside caballerial, it is simply caballerial). I.e. Caballerial Indy Nosebone, Caballerial Tailgrab, Caballerial Lien to Tail...

Grab	Bs/Fs wall
Front hand toe side	Gay Twist
Front hand heel side	Less Twist
Back hand toe side	Caballerial Indy
Back hand heel side	Caballerial Stalefish
Back hand tail side	Caballerial Tailgrab

- **Mc Twist:** Frontflip Backside 180°. Is like a 540° inverted. The is performed Bs and usually grabbing Mute. Also exist other combinations, with or without grabs, Frontside, Mc Twist 720°...
- **Haakon Flip:** Switch backflip frontside 360°/ switch inverted 720°
- **F Rodeo Flip 720°:** Backflip frontside 360°.
- **Rodeo Flip:** Frontside 540° semiinverted.
- **Cork screw:** Backside 540° semiinverted.
- **Backflip:** Mortal back. (2 kinds)
  - 360° around lateral axis.
  - 90° backflip 90°.
- **Frontflip:** Mortal front.
- **Misty Flip:** Frontflip with a horizontal rotation backside 180° (Mc Twist in Straight Jump).
- **Mc Hawk:** Fakie 720° Mute. Double Gay Twist.
- **Wet Cat:** Mc Twist 900°.
- **Cripley:** Backflip frontside 180° on the FS wall
- **F Rodeo 900°:** Backflip Frontside 540°
- **Michalchuk Flip:** Backflip Backside 180°.
- **Rippey Flip:** Backflip lien 360°.

### STYLE OF THE TRICK:

Position of the legs on the board.

**Nosebone:** Back leg bent, and front leg boned (straightened)

- FS Nosebone
- Indy Nosebone
- Tailgrab Nosebone
- Stalefish Nosebone

**Tailbone:** Front leg bent, and back leg boned.

- Mute o Slob Tailbone
- Mc Twist Tailbone
- Stalefish Tailbone

**Sad-Melancholy-Melon:** Similar Nosebone, but grabbing with front hand heel side, and the nose points to the ground.

- Lien Sad
- BS Sad

**Mosquito:** Same as Sad, but the nose points to the sky.

**Method:** Is an air with the two legs bent with an angle 90°. The body bends backwards. Only the grab is heel side.  
- Lien Method                      - Bs Method  
- Stalefish Method

**Straight Legs:** Is an air with the two legs straightened.  
- Fs Straight Legs                      - Indy Straight Legs

**Japan:** Is a mute air with the front knee tucked.

**Crossbone, Tweaked:** An air with a straight back leg and crossing behind the front leg.  
- BS Crossbone                      - Lien Crossbone

**John Thomas:** Back hand grabs toe side, and the back leg tucked.

## HANDPLANTS

- **Fs Invert:** Front hand on coping, and back hand grabs toe side.
- **Miller Flip:** Fs Invert 360°.
- **Unit:** FS Invert 540°.
- **Bs Invert:** Back hand on coping, and front hand grabs toe side.
- **Egg Plant:** Front hand on coping, and back hand grabs toe side.
- **Egg Flip:** Egg Plant 360°.
- **Mac Egg:** Egg Plant 540°.
- **Andrecht:** Similar Bs Invert, but grabbing heel side.
- **Layback Air:** Only Fs. Back hand on coping, and front hand grabs toe side. (if grabs heel side is named Andrecht Layback Air).
- **Ho-Ho Plant:** Invert with the two hands on coping.
- **Elguerial:** Fakie to Andrecht (360°). Also can be performed 540° or 720°.
- **Fs Handplant Stalefish:** Similar Fs Invert, but grabbing Stalefish.
- **Bs Egg Plant Stalefish:** Similar Egg Plant, but grabbing Stalefish.
- **Stilmasky:** Back hand on Coping, front arm between the legs grabbing heel side. (only Bs).
- **Jtear:** Frontside 540° inverted, with back hand on Coping.

## LIPTRICKS:

**Rocks:** The board lands perpendicular on coping, the nose points out of the pipe  
- Rock to Fakie      - Rock & Roll (Bs Rock)      - Fs Rock.

**Disaster:** The board perpendicular on coping, the nose points into the pipe.  
- Fs o Bs Disaster      - Cab to Disaster

**Slides:** Slide with some part of the board on coping, rails or some surface.  
- Noseslide                      - Tailslide                      - Lipslide (Disaster Slide)  
- Bs o Fs Rock Slide                      - Bluntslides-Nosebluntslides

**Blunts:** Board in vertical position with the tail on the coping.  
- Blunt to Fakie      - Bs o Fs Blunt

**Noseblunts:** Board in vertical position with the nose on the coping.  
- Fakie Noseblunt - Bs o Fs Noseblunt

**Revert:** Land a trick reverting in the transition.  
- Disaster Revert      - Noseslide Revert

**Nollie:** Knock the snow with the nose and the tail takes off before.

**Nose Pick:** Static position with the nose on the coping. Fs & Bs Fifty-fifty (slide with the board in longitudinal direction, along the coping).

**Nosepong:** Ollie forward knocking with the nose doing a nollie.

## SLOPESTYLE RAIL TRICK GUIDE

### Trick families

To make the terminology as simple as possible, we can talk about three major trick families within the rail trick terminology, which together make up the foundation of all different rail tricks. These are 50-50's, boardslides and lipslides. Within each trick family there are several variations of tricks and combos. All these tricks can be performed both frontside and backside (assumed that the rail/box has a so called street approach and not a kicker straight in front of the rail/box).

### Frontside and backside (SB only)

The trick becomes a frontside trick when the rail is on your toe side from the approach where you take off from the snow, which means you approach it from the side and not straight in front of it. Thus, the trick becomes a backside trick when the rail is on your heel side from your approach. Be aware that the term Cab (for switch frontside) is only used when it is a 180-degree rotation or more. If it is a simple 50-50, boardslide or lipslide performed switch, it is only called switch frontside/backside. (Frontside and backside abbreviations: **F** and **B** (**sw F** and **sw B** if performed switch))

### Rotations up on the rail (SB)

When a rider does a rotation up on the rail, the standard is to do backside rotations from the frontside approach (take off from toe edge) and frontside rotations from the backside approach (take off from heel edge). If the rider does a frontside rotation from the frontside approach (take off from toe edge) or a backside rotation from the backside approach (take off from heel edge) it is called **hard way** (abbr: **hw**). Backside hard way and switch backside hard way rotations are almost always performed with a nollie (nose ollie take off) instead of an ollie as it becomes more natural.

### Rotations off the rail

Rotations off 50-50's, nose- and tailpresses are always half-circle or full-circle rotations such as 180's, 360's, 540's (abbr: **1**, **3**, **5**) and so on and are described with the original terms frontside, backside, cab (switch frontside) and switch backside.

The rotations off the rail on boardslides, lipslides and bluntslides are never half-circle or full-circle rotations, but always something in between as the rider slides sideways in a 90-degree angle. The rotations are therefore 270's, 450's, 630's (abbr: **2**, **4**, **6**) and so on. The 90-degree rotations, which are the least the rider has to do off the rail, are only mentioned as **to forward** (abbr: **tfo**) (landing in natural direction; regular or goofy) or **to fakie** (abbr: **tfa**) (landing switch). If the rotation off the rail continues the same way as up on the rail the rotation degree is the only thing that is mentioned, e.g. a backside 270 off a frontside bluntslide is simply called "front blunt 270" as the rider has already started a backside rotation to perform the frontside bluntslide. If the rotation off the rail is the opposite way as the approach to the rail it is called a **pretzel** (abbr: **pr**), e.g. a backside 270 off a backside boardslide is called "back board pretzel" (the rotation degree is usually only mentioned on pretzel 450's and beyond since the pretzel 270 is the basic pretzel) as the rider starts a frontside rotation to perform a backside boardslide and then changes to a backside rotation off the rail.

## **50-50** (abbr: **50**)

A basic trick where the rider slides the rail with the board pointing in the same direction as the rail with a centred position.

## **Nosepress**(abbr: **np**)

A more technical kind of a 50-50 where the rider leans forward to put pressure on the nose to be able to lift the rear foot so that it is not in contact with the rail. It is quite common to do a **tail tap** (abbr: **tt**) at the end of the rail and this should not be seen as a failed nosepress as it is made on purpose. To dip the tail right at the landing on the rail or during the nosepress is not desirable though.

## **Tailpress** (abbr: **tp**)

A more technical kind of a 50-50 where the rider leans backward to put pressure on the tail to be able to lift the front foot so that it is not in contact with the rail. Also called 5-0 (five-o) which is the original skateboard term. It is quite common to do a **nose tap** (abbr: **nt**) at the end of the rail and this should not be seen as a failed tailpress as it is made on purpose. To dip the nose right at the landing on the rail or during the tailpress is not desirable though.

## **Boardslide** (abbr: **bs**)

The rider slides sideways in a 90-degree angle with the rail between the bindings. A frontside boardslide is performed from the frontside approach and the rider rotates the board backside 90 before landing on the rail. A backside boardslide is performed from the backside approach and the rider rotates the board frontside 90.

## **Noseslide**(abbr: **ns**)

A kind of boardslide where the rider does not keep the rail between the bindings but instead slides on the nose (preferably outside the front binding). Frontside noseslide is performed like a frontside boardslide but on the nose instead of between the bindings and backside noseslide is performed like a backside boardslide but on the nose instead of between the bindings.

## **Lipslide**(abbr: **lip**)

A trick where the rider rotates the tail over the rail and lands in a 90-degree angle with the rail between the bindings. A frontside lipslide is performed from the frontside approach rotating the board frontside 90 before landing on the rail. A backside lipslide is performed from the backside approach rotating the board backside 90.

## **Tailslide**(abbr: **ts**)

A kind of lipslide where the rider does not keep the rail between the bindings but instead slides on the tail (preferably outside the rear binding). Frontside tailslide is performed like a frontside lipslide but on the tail instead of between the bindings and backside tailslide is performed like a backside lipslide but on the tail instead of between the bindings.



## **Bluntslide**(abbr: **bl**)

A trick that is similar to the boardslide but instead of keeping the rail between the bindings, the board is tweaked out over the rail so that the tail slides the rail (preferably outside the rear binding). Thus a frontside bluntslide is performed like a frontside boardslide but with both feet tweaked out over the rail and a backside bluntslide is therefore performed like a backside boardslide but with both feet tweaked out over the rail.

There is also a trick called **Noseblunt**(abbreviation: **nbl**) which is performed more similar to a lipslide but with both feet tweaked out over the rail so that the nose slides the rail. A frontside noseblunt is performed like a frontside lipslide but with both feet tweaked out over the rail and a backside noseblunt is therefore performed like a backside lipslide but with both feet tweaked out over the rail.

## **Taps and stalls**

Sometimes rail features are placed sideways in the slope, where they are called spines instead of rails and are not necessarily made to slide. Some may be placed to be able to jump over and some may be placed on top of quarterpipes etc. so that you can jump up on them and then jump back in the direction you came from. On these types of features, taps (abbr: **t**) and stalls (abbr: **st**) are often performed. These are not specific rail tricks, as they do not need rails or boxes to be performed. They can as well be performed on bonk features like barrels for example. A tap is usually performed when you jump over the feature and touch it with either the nose or the tail, e.g. Frontside 360 noisetap (abbr: **F 3 nt**). Another trick that is common on these features is the Miller flip (abbr: **mf**), which is a kind of inverted 360 where you touch the rail/bonk feature with a hand to help the rotation back from the inverted position. It is desirable to use only one hand while the other hand grabs the board.

The stall tricks are performed like the different slide tricks but standing still on the rail/bonk feature instead of sliding. It is not unlikely that even hand plants are performed on these features.

- **Air to Fakie:** Any trick in the halfpipe where the wall is approached riding forward, no rotation is made, and the snowboarder lands riding backward.
- **Alley Oop:** A term used to describe any manoeuvre in the halfpipe where one rotates 180 or more degrees in an uphill direction; that is, rotating backside on the frontside wall, or rotating frontside on the backside wall.
- **Andrecht:** A rear handed backside handplant with a front-handed grab.
- **Backside:** The backside of the snowboard is the side where the heels rest; the backside of the snowboarder is the side to which his/her back faces.
- **Backside Air:** Any air performed on the backside wall of the halfpipe.
- **Backside Rotation:** Rotating clockwise for a regular-footer, and rotating counter-clockwise for a goofy-footer (e.g. backside 360). Note: When riding switch-stance, the exact reverse applies and a regular-footer will rotate counterclockwise and a goofy-footer will rotate clockwise.
- **Backside Turn:** A turn where the heel edge faces to the outside of the turn while the snowboard is riding on the toe edge. In other words, a right turn for a regular-footer and a left turn for a goofy-footer.
- **Backside Wall:** When standing at the top of the halfpipe and looking down toward the bottom, the backside wall is the left wall for regular-footers and the right wall for goofy-footers. If you ride straight down the centre of the halfpipe your backside wall is behind you.
- **Bevel:** The degree of angle to which the edges of a snowboard are tuned. Snowboards used for racing and carving should have a greater bevel than, say, a snowboard used in the halfpipe.

- **Blindside:** A term given to any rotation where the snowboarder has oriented themselves "blind" to their takeoff or landing and must stretch to look over their shoulder. Such a technique usually increases the difficulty. (e.g. A backside alley oop air in the halfpipe is often harder than a frontside alley oop air because it is blindside).
- **Boned:** A term used to explain the emphasis of style in a trick. In other words, if someone "boned out a method" they would grab hard and create an emphasis of the manoeuvre such that his/her legs or arms may appear extended or stretched to a maximum degree. To "Bone" means to straighten one or both legs.
- **Bonk:** The act of hitting an object with the snowboard (e.g. A tail bonk could be hitting a picnic table with the tail of the snowboard).
- **Caballerial (Cab):** A halfpipe trick that begins fakie, spins 360 degrees, and lands riding forward. Named after skateboarding guru Steve Caballero. Also see Half-Cab and Gay Twist.
- **Canadian Bacon Air:** The rear hand reaches behind the rear leg to grab the toe edge between the bindings while the rear leg is boned.
- **Cant:** A term used to describe the angle at which either foot is positioned medial or lateral from a vertical axis. In other words, how much angle beneath your feet from side to side bends your knees together or apart.
- **Chicken Salad Air:** The rear hand reaches between the legs and grabs the heel edge between the bindings while the front leg is boned. Also, the wrist is rotated inward to complete the grab.
- **Corkscrew:** A term used to describe a sideways rotation, either free-riding or in the halfpipe.
- **Crail Air:** The rear hand grabs the toe edge in front of the front foot while the rear leg is boned.
- **Cripler Air:** An inverted aerial where the snowboarder performs a 180-degree flip. In other words, the rider approaches a halfpipe wall riding forward, becomes airborne, rotates 90 degrees, flips over in the air, rotates another 90 degrees, and lands riding forward. Invented by Jeff Davis
- **Crossbone Method Air:** A method air where the back leg is boned. See "Method Air"
- **Crooked Cop Air:** Free-riding version of the mosquito air. See "Mosquito Air"
- **Detune:** The process of dulling, slightly, the edges of the snowboard. Most people detune the edges around the nose and tail so they don't catch in the snow.
- **Double Grab:** Basically, doing two separate tricks while in the air. One goes off of a jump, grabs the board one way, then grabs it in another way, then lands.
- **Double Handed Grab:** Simultaneously grabbing the snowboard with both hands while in the air.
- **Duckfoot:** A term used to describe stance angles with toes pointing outward, like a duck.
- **Effective Edge:** The length of metal edge on the snowboard which touches the snow; it is the effective part which is used to make a turn. Therefore, it does not include the edge of the tip and tail.
- **Eggplant:** A one-handed 180-degree backside rotated invert in which the front hand is planted on the lip of the halfpipe wall.
- **Elgeurial:** An invert where the halfpipe wall is approached fakie, the rear hand is planted, a 360-degree backside rotation is made, and the rider lands going forward.
- **Erotic Air:** Front hand grabs heel side, between the legs.
- **Fakie:** A term for riding backward. See also Switchstance
- **Fall Line:** The path of least resistance down any given slope.
- **Flat Bottom:** The area in a halfpipe between the two opposing transitional walls.
- **Flatground:** Term used to describe tricks performed on a flat slope without obstacles. (e.g. nose slide, blunt slide, tail wheelie, etc.)
- **Flex:** Term used to describe the stiffness and pattern of how a snowboard flexes, i.e., stiff, medium, soft.
- **Free-riding:** Snowboarding on all types of terrain for fun. i.e., no contests, no halfpipe, no gates, no rules, etc.
- **Freestyle Snowboarding:** The kind of snowboarding which is mostly associated with riding the halfpipe, but which may also be used to describe any type of snowboarding which includes tricks and manoeuvres.
- **Fresh Fish Air:** The backside version of the stale fish. See "Stale Fish"

- **Frog Air:** Similar FS Air, with the arm between the legs
- **Front Hand:** The hand closest to the nose of the snowboard. In other words, the left hand for regular-footers and the right hand for goofy-footers.
- **Frontflip:** Mortal front.
- **Front Foot:** The foot mounted closest to the nose. A Regular-footed rider is left foot and a Goofy-footed rider is the right foot.
- **Frontside:** The frontside of the snowboard is the side where the toes rest; the frontside of the snowboarder is the side to which his/her chest faces.
- **Frontside Air:** A true frontside air is performed on the frontside wall of a halfpipe and the grab is Indy. The indy grab is with the rear hand between the bindings on the toe edge; in this particular manoeuvre, the front leg is usually boned. Technically there is no such thing as a "frontside indy," but sometimes it helps as a description. Also a frontside air can be any air performed on the frontside wall of the halfpipe.
- **Frontside Rotation:** Rotating counter-clockwise for a regular-footer and rotating clockwise for a goofy-footer (e.g. frontside 360). Note: When riding switch-stance, the exact reverse applies and a regular-footer will rotate clockwise and a goofy-footer will rotate counter-clockwise.
- **Frontside Turn:** A turn where the toe edge faces to the outside of the turn while the snowboard is riding on the heel edge. In other words, a left turn for a regular-footer and a right turn for a goofy-footer.
- **Frontside Wall:** When standing at the top of the halfpipe and looking down toward the bottom, the frontside wall is on the skier's right for regular-footers and the skier's left for goofy-footers. If you were to ride straight down the centre of the halfpipe, you would be facing your frontside wall.
- **Fs Invert:** Front hand on coping, and back hand grabs toe side.
- **Goofy-Footed:** Riding on a snowboard with the right foot in the forward position. In other words, the right foot is closest to the nose, furthest from the tail, and in between the left foot and the nose.
- **Grab:** To grab either edge of the snowboard with one or both hands.
- **Haaken Flip:** An invert done in the halfpipe where the rider approaches the frontside wall riding switch. At the lip the rider flips backward into the pipe and rotates 720 degrees spinning frontside down the pipe.
- **Half-Cab:** Cannot be performed in the halfpipe. It is the free-riding version of the caballeria in which one rotates 180 degrees from fakie to forward off of a straight jump. Also see "Caballeria" and "Gay Twist".
- **Halfpipe:** A snow structure built for freestyle snowboarding. It consists of opposing radial transition walls of the same height and size. Snowboarders utilize the halfpipe to catch air and perform tricks by traveling back and forth from wall to wall while moving down the fall line.
- **Handplant (Backside):** A 180-degree handplant in which both hands, or the rear hand may be planted on the lip of the wall and the rotation is backside.
- **Handplant (Frontside):** A 180-degree handplant in which the front hand is planted on the lip of the wall and the rotation is frontside.
- **Handplant (Layback):** A 180-degree handplant in which the rear hand is planted on the lip of the wall and the rotation is frontside.
- **Hard Boots:** Footwear designed for use in carving and racing. Boots are stiff and may use hard plastics to provide maximum support. Similar to alpine ski boots.
- **Heel Edge:** A snowboard has two different edges. The heel edge is the one at which the heels rest.
- **High Back Bindings:** A binding system that includes a highback component that extends perpendicularly from the board, lies flat against ones calf, and provides support for the back of the leg, especially for edging and turning on the heel edge. Invented by snowboarder Jeff Grell.
- **Ho Ho:** A general term given to any two-handed handplant.
- **Hucker:** One who throws himself/herself wildly through the air and does not land on his/her feet.

- **Indy Air:** A true "Indy Air" is performed backside with the rear hand grabbing between the bindings on the toe edge while the rear leg is boned. The term "Indy" may also be used to simply describe the location of the grab.
- **Invert:** A trick where the head is beneath the level of the board and the snowboarder balances on one or two hands.
- **Inverted Aerial:** A manoeuvre where the snowboarder becomes airborne and upside down at any given moment.
- **Inverted 180:** See "Crippler".
- **Inverted 540:** See "McTwist".
- **Inverted 720 (720 McTwist):** An inverted aerial where the snowboarder performs a 720-degree rotational flip. In other words, the snowboarder approaches the wall riding forward, becomes airborne, rotates 720 degrees in a backside direction while performing a front flip, and lands riding fakie.
- **J-Tear:** An invert where the competitor rotates roughly 540 degrees in a frontside direction while planting one or both hands on the lip of the wall. Invented by Mike Jacoby.
- **Japan Air:** The front hand grabs the toe edge in between the feet and the front knee is pulled to the board.
- **Jib:** Describes a type of riding that most closely resembles street skateboarding. "Jibbers" commonly slide rails, bonk trees and perform flatground tricks.
- **Late:** A term used to describe incorporating something into a trick just before its completion and landing. (e.g. "A Method to Late 180" would mean doing a method air and at the last possible second rotating 180 degrees and landing fakie).
- **Leash:** A retention device used to attach the snowboard to the front foot so that it doesn't run away.
- **Lien Air:** The front hand grabs the heel edge and the body leans out over the nose. Must be done on the frontside wall. Named after skateboarder Neil Blender (Lien is Neil spelled backwards).
- **Lip:** The top edge portion of the halfpipe wall.
- **Lip Trick:** Any trick performed on or near the lip of the wall of the halfpipe.
- **McEgg:** An invert where the rider plants the front hand on the wall, rotates 540 degrees in a backside direction, and lands riding forward.
- **McTwist:** An inverted aerial where the rider performs a 540-degree rotational flip. In other words, the rider approaches the halfpipe wall riding forward, becomes airborne, rotates 540 degrees in a backside direction while performing a front flip, and lands riding forward. Named after skateboarder Mike McGill.
- **Mc Hawk:** Fakie 720° Mute. Double Gay Twist.
- **Melonchollie Air:** The front hand reaches behind the front leg and grabs the heel edge in-between the bindings while the front leg is boned.
- **Method Air:** The front hand grabs the heel edge, both knees are bent, and the board is pulled to level of the head.
- **Michaelchuck:** An invert done in the halfpipe on the backside wall where the rider does a back flip with a 180-degree backside rotation.
- **Miller Flip:** An invert where the halfpipe wall is approached riding forward, the front hand is planted, a 360-degree frontside rotation is made and the rider lands riding fakie.
- **Misty Flip:** The free-riding version of the McTwist. It is a partially inverted 540-degree front flip that is performed off of a straight jump. Therefore the approach is riding forward and the landing is fakie.
- **Mosquito Air:** A halfpipe trick in which the front hand reaches behind the front leg and grabs the heel edge between the bindings. The front knee is then bent to touch the board tuck-knee style.
- **Mute Air:** The front hand grabs the toe edge either between the toes or in front of the front foot.
- **Nollie:** Much like an ollie, only you spring off of your nose instead of your tail. See "Ollie".
- **Nose:** The front tip of the snowboard.
- **Nose Grab Air:** The front hand grabs the nose of the snowboard.
- **Nose Poke Air:** Any manoeuvre where you bone your front leg and "poke" the nose of the snowboard in a direction away from your body, usually while grabbing. (e.g., Indy Nose Poke Air).

- **Nose Slide:** To slide along the ground or an object solely on the nose of the snowboard.
- **Nuclear Air:** The rear hand reaches across the front of the body and grabs the heel edge in front of the front foot.
- **Ollie:** A method to obtain air without a jump by first lifting the front foot then lifting the rear foot as you spring off of the tail.
- **Palmer Air:** A kind of method where the grab is near the nose, the board is pulled across the front of the body and the nose is pointed downward. Named after Shaun Palmer.
- **Phillips 66:** An invert where the rider approaches the halfpipe wall riding fakie, plants the rear hand on the lip of the wall while doing a "front flip" and lands in the transition riding forward. Named after skateboarder Jeff Phillips.
- **Plate Binding:** A binding system in which hard boots, similar to those used in downhill skiing, are attached to the board by a flat "plate." Similar to ski bindings. However, most snowboard bindings are non-releasable.
- **Pop Tart:** Airing from fakie to forward in the halfpipe without rotation.
- **Quarterpipe:** A halfpipe with only one wall. In other words, a snow-sculpted shape that contains a transition and a vertical, and is used as a jump to catch air.
- **Rail:** There are two rails on a snowboard, each comprised of a sidewall and an edge.
- **Rail Slide:** To slide the rails of the snowboard onto almost anything, other than a flat slope. Some good rail sliding surfaces include: fallen tree branches/logs, the coping of a halfpipe, a picnic table.
- **Rear Hand:** The trailing hand closest to the tail of the snowboard. In other words, the right hand for regular-footers and the left hand for goofy-footers.
- **Rear Foot:** The foot mounted closest to the tail. A regular-footer's right foot and a goofy-footer's left foot.
- **Regular-Footed:** Riding on a snowboard with the left foot in the forward position. In other words, the left foot is closest to the nose, furthest from the tail, and in between the right foot and the nose.
- **Revert:** To switch from riding fakie to forward, or from forward to fakie, usually while the snowboard is still touching the ground.
- **Ripsey Flip:** Backflip with 360°.
- **Roast Beef Air:** The rear hand reaches between the legs and grabs the heel edge between the bindings while the rear leg is boned.
- **Rocket Air:** The front hand grabs the toe edge in front of the front foot (mute) and the back leg is boned while the board points perpendicular to the ground.
- **Rolling down the windows:** A phrase used to describe when someone is caught off balance and they rotate their arms wildly in the air to try and recover.
- **Rodeo Flip:** An invert done riding fakie or forward where the rider rotates frontside or backside while flipping. Can be done with a 540, 720, 900 and 1080.
- **Sato Flip:** An invert done on the frontside wall of a halfpipe where the rider does a front flip with a 180-degree rotation frontside.
- **Seatbelt Air:** The front hand reaches across the body and grabs the tail while the front leg is boned.
- **Shifty Air:** A grabless trick where the upper torso and lower body are twisted in opposite directions and then returned to normal. Usually the front leg is boned.
- **Sick (Slang):** An expression used to describe something really exceptional--clothing, a trick, a run, etc.
- **Sidecut Radius:** The measure (usually in cm) of the circle radius to which the sidecut of a snowboard corresponds. A small circle or sidecut (under 900 cm) will make tighter turns than a large sidecut (over 900cm).
- **Sintered Base:** High molecular-weight base formed by the heating and compression of small fragments of P-tex. Sintered bases absorb and hold wax better and are more durable than extruded bases, i.e. they are faster.
- **Sketching:** The act of riding along precariously and nearly falling.
- **Slob Air:** The front hand grabs mute, the back leg is boned and the board is kept parallel with the ground.
- **Soft Boots:** Footwear designed for use in freestyle and free-ride snowboarding. Boots are soft and pliable and allow a large range of motion while maintaining sufficient support.

- **Stalefish Air:** The rear hand grabs the heel edge behind the rear leg and in between the bindings while the rear leg is boned.
- **Stance:** The position of one's feet on the snowboard. Includes: stance types, such as regular or goofy, and also stance specifications, such as widths and angles.
- **Step-In Binding:** Binding system in which no major manual adjustment is needed to attach and detach the boot from the binding. You simply "step in" and then pull a lever or a latch to "step out." It has been developed for hard as well as soft boot binding configurations.
- **Stiffy Air:** Any manoeuvre in which both legs are boned and a grab is incorporated. (e.g. Mute Stiffy).
- **Switchstance (Switch):** The term for performing a trick while riding backward. It is important to note that it's a specific term given to a manoeuvre that is performed exactly like riding forward. The only difference is the rider is going backward as if he/she were a goofy-footer instead of a regular-footer, or vice-versa, hence the term "switched stance." Thus, any trick may be performed switchstance. Also, see Fakie
- **Tail:** The rear tip of the snowboard.
- **Tail Grab Air:** The rear hand grabs the tail of the snowboard.
- **Tail Poke:** Any manoeuvre where you bone your rear leg and "poke" the tail of the snowboard in a direction away from your body, usually while grabbing.
- **Tail Slide:** To slide along the ground or an object solely on the tail of the snowboard.
- **Tail Wheelie:** To ride solely on the tail of the snowboard with the nose in the air.
- **Taipan Air:** The front hand reaches behind the front foot and grabs the toe edge between the bindings. The front knee is then bent to touch the board tuck-knee style.
- **Toe Edge:** A snowboard has two different edges. The toe edge is the one at which the toes rest.
- **Transition (Tranny):** The radial curved section of a halfpipe wall between the flat bottom and the vertical. A snowboarder pumps and rides the transition to gain speed, to catch air and to land.
- **Tuck Knee:** A technique where one knee is bent and the ankle bent sideways to touch the knee to the snowboard between the bindings. (e.g. Tuck Knee Indy Air).
- **Twin Tip:** A type of snowboard designed for freestyle snowboarding. It has an identical tip and a tail so that the board may be ridden similarly in both directions.
- **Vertical (Vert):** The vertical top portion of a wall in a halfpipe that allows the snowboarder to fly straight up into the air and not out of the pipe or into the pipe.
- **Wall:** The wall of a halfpipe is comprised of a transition and a vertical section.
- **Wet Cat:** A 900-degree rotation on a McTwist.
- **50/50:** To slide with the board parallel to the coping. Also see "Grind".
- **180 Air:** The snowboarder rotates 180 degrees in the air and lands riding fakie. In the halfpipe, the rider approaches the wall riding forward, rotates 180 degrees, and lands riding forward.
- **360 Air:** The snowboarder rotates 360 degrees in the air and lands riding forward. In the halfpipe, the rider approaches the wall riding forward, rotates 360 degrees, and lands riding fakie. This trick may also be performed by riding fakie and landing riding forward; in which case it is called a caballerial. See "Caballerial".
- **540 Air:** The snowboarder rotates 540 degrees in the air and lands riding fakie. In the halfpipe, the rider approaches the wall riding forward, rotates 540 degrees, and lands riding forward.
- **720 Air:** The snowboarder rotates 720 degrees in the air and lands riding forward. In the halfpipe, the rider approaches the wall riding forward, rotates 720 degrees, and lands riding fakie. Of course, it may also be performed switchstance by riding fakie and landing riding forward.
- **900 Air:** The snowboarder rotates 900 degrees in the air and lands riding fakie. In the halfpipe, the rider approaches the wall riding forward, rotates 900 degrees, and lands riding forward.

## 17 Freeski Basic Trick Dictionary

### Direction of Movement

- **Straight/Forward:** The skier approaches features skiing forward in a basic stance
- **Switch:** The skier approaches the feature and takes off backwards, looking over one shoulder
- **Alley-Oop:** In an Alley-Oop trick the skier rotates the direction up the pipe while their direction of movement continues down the pipe.

### Direction of Rotation

- **Leftside:** A leftside trick is a forward takeoff and a rotation to the skier's left side (counter-clockwise).
- **Rightside:** A rightside trick is a forward takeoff and a rotation to the skier's right side (clockwise).
- **Switch Leftside:** A switch leftside trick is a backwards takeoff and a rotation *to the skier's* left side. Typically a skier will be approaching the jump looking over their left shoulder.
- **Switch Rightside:** A switch rightside trick is a backwards takeoff and a rotation *to the skier's* right side. Typically a skier will be approaching the jump looking over their right shoulder.

### Trick Types/Axis':

- **Upright Axis:** Rotation head-over-feet upright. Only spin, no cork or invert.
- **Inverted:** Also known as a flip, any trick where the skier does a full continuing invert feet-over-head. Examples:
- **Zero (Spin):** Skier hits the jump switch but performs a straight air (may have a grab).
- **Backflip:** One rotation over the vertical axis, backwards
- **Frontflip:** One rotation over the vertical axis, forwards
- **Lincoln Loop:** The skier drops their shoulder sideways and does an inverted side flip- taking off and landing forward.
- **Flare:** Halfpipe trick where the skier takes off out of the pipe and sets to the back like initiating a backflip. The trick goes inverted over the back and adds a 180° rotation to reenter the pipe forwards. similar to a Lincoln loop but in the HP
- **Misty Flip:** An inverted and rotation trick where the skier sets to the front, throwing one hand forward across the body and flips forward while spinning. Examples: Misty 540, Misty 720, Misty 900 etc.
- **Under Flip:** The skier takes off of the jump forwards and in one fluid motion rotates 180° into a frontflip, landing backwards.
- **D-Spin:** Made famous by Mike Douglas (CAN), the D-Spin is a very corked or inverted 720, set to the back in the same fashion as a back-full.
- **Off-Axis/Cork:** Corked tricks often add style, but not necessarily difficulty. Look for the competitors to set the trick to their backside, corking backwards but never going fully inverted. Two common examples are cork 720 and cork 900.
- **Flatspin/Rodeo:** A flatspin axis in neither inverted nor corked. The skier will set to the back and rotate nearly parallel with the ground. Competitors and judges may refer to the same trick as either a flatspin or a rodeo, but for the most part both are the same axis. Some examples are: Flat 5, Flat 7, Alley-Oop Flat 5 (HP), Rodeo 7 and Rodeo 9.
- **Bio:** A Bio axis is corked forward (opposed to an off-axis trick which is corked to the back) If the forward cork gets inverted it can border on becoming a Misty. Bios are less common than corked tricks, and can be recognized at take off when the competitor sets the trick to cork forward.
- **Double Cork:** A doublecork is corked to the skier's backside and goes off-axis two separate times in the same trick. Large rotations and airtime is required to successfully do a doublecork. Not to be confused with a double-flip, a double cork never goes completely inverted. Examples: DubCork 1080, DubCork 1260.
- **Tripple Cork:** In the same style as a double cork, a triple cork is set to the skier's backside and goes off axis three separate times in the same trick, but never goes completely inverted.

### **Grabs:**

- **Mute Grab:** Skis are crossed and the grabbing hand goes across the front of the body to grab the outside edge of the opposite ski in front of the binding, pulling the skis into a bigger cross
- **High Mute:** Similar to a mute grab, the grabbing hand goes across the front of the body to grab the outside edge of the opposite ski. In a high mute, the grab is held higher up the skis outside edge, closer to the nose.
- **Critical:** A grab on the inside edge of the ski opposite to the hand grabbing it, i.e. right hand grabs the inside edge of left ski or left hand grabs inside edge of right ski. Typically considered to be easier than a mute grab
- **Safety Grab:** The grabbing hand goes straight down to grab the same-side ski underneath the ski boot. A properly executed safety grab *does not* grab the boot or binding, only the side and base of the ski.
- **Broken Arrow:** Skier daffy's and grabs the outside of the left ski with the left hand in front of the binding while grabbing the outside of the right ski with the right hand behind the binding.
- **Tail Grab:** Grabbing the tail of the ski on the outside edge anywhere between the heel piece and true tail of the ski
- **Inside Tail:** Grabbing the tail of the ski on the inside edge anywhere between the heel piece and true tail of the ski
- **True Tail/Blunt:** Grabbing the true tail of the ski on the very end. True tail is generally considered to be more difficult than a typical tail grab or inside tail.
- **Toxic:** See Inside Tail
- **Japan:** A grab where the skier stretches one leg out and tucks the other leg up, grabbing the ski on the tucked up leg by reaching around and behind the outstretched leg.
- **Double Japan:** Skier grabs Japan with right hand and reverse Critical (left hand inside the left ski above the binding) at the same time.
- **Nose Grab:** A grab where the skier grabs the tip of one of his/her ski. Oftentimes seen with outstretched legs.
- **Rocket:** Skier grabs both front tips with hands on same side
- **Stale:** A stale grab is performed by reaching back to grab similar to a tail grab, however instead of grabbing the left ski with the left hand, the skier will reach further back to grab the opposite ski- i.e. the skier will reach all the way back with his/her right hand to grab the left ski around the tail. Skis are typically uncrossed and the grab creates a very awkward and difficult body position.
- **Cuban:** Is similar to the Stale but grabbing the opposite ski in a true tail
- **Guitar:** : Skier grabs Tail but with both hands on the inside (left hand over the ski, right hand under) behind the binding.
- **Seatbelt:** across the body Safety grab opposite hand on opposite ski
- **Seatbelt Japan:** across the body japan grab, same hand grabbing same side ski
- **Indi-Truck:** double grab, one hand grabbing outside safety, other hand grabbing inside critical
- **Truck Driver:** Both hands grab outside edge of both skis simultaneously (right to right, left to left) arms fully outstretched, in front of binding
- **Octograb:** A two handed grab, or double grab, where the skier crosses his/her skis and grabs the outside edge of the right ski with the right hand and pushes it across the front of the body while at the same time grabs the left tail with the left hand. Octograb is one of the more difficult double grabs.
- **Bow and Arrow:** Skier Truck Drivers but bends one knee and pulls that leg close while other leg is extended.
- **Lu Kang:** The skier kicks one ski straight down and tucks the other ski up to grab the ski base below the boot.
- **Blunt:** see True Tail
- **Screamin Semen:** Skier daffy's then crosses forward ski up and over the front of the other ski, brings skis down to parallel position making the legs fully crossed then bringing that leg back up and over to starting position
- **Venom:** Cross the front of the skis and double nose grab with opposite hands
- **Stink Bug:** A double inside Safety grab and cross the tails, same hands on same skis



- **Reverse/Opposite:** Skier spins left but looks back and grabs outside the right ski with the left hand. Or spins right grabbing to the left
- **Leading:** grabbing with the leading hand in the direction of the spin. Also known as Reverse Grabs or Opposite Grabs

### Halfpipe Tricks

- **Straight Air:** An air out of the pipe where the skier takes off and lands back in the pipe facing forwards.
- **Leftside:** A leftside trick in the halfpipe is a rotation to the skier's left side. The rotation is down-the-pipe while traveling down the pipe. Leftside rotations can only be done on the skier's right wall of the halfpipe.
- **Leftside 360 (left 3):** Skier takes off forward on the skier's-right-wall, rotates down the pipe 360° (1 full rotation) to *their* leftside and lands back in the pipe backwards.
- **Leftside 540 (left 5):** Skier takes off forward on the skier's-right-wall, rotates down the pipe 540° (1 and a half rotations) to *their* leftside and lands back in the pipe forwards.
- **Leftside 720 (left 7):** Skier takes off forward on the skier's-right-wall, rotates down the pipe 720° (2 full rotations) to *their* leftside and lands back in the pipe backwards.
- **Leftside 900 (left 9):** Skier takes off forward on the skier's-right-wall, rotates down the pipe 900° (2 and a half rotations) to *their* leftside and lands back in the pipe forwards.
- **Leftside 1080 (left 10):** Skier takes off forward on the skier's-right-wall, rotates down the pipe 1080° (3 full rotations) to *their* leftside and lands back in the pipe backwards.
- **Leftside 1260 (left 12):** Skier takes off forward on the skier's-right-wall, rotates down the pipe 1260° (3 and a half rotations) to *their* leftside and lands back in the pipe forwards.
- **Rightside:** A rightside trick in the halfpipe is a rotation to the skier's right side. The rotation is down-the-pipe while traveling down the pipe. Rightside rotations can only be done on the skier's left wall of the halfpipe.
- **Rightside 360 (right 3):** Skier takes off forward on the skier's-left-wall, rotates down the pipe 360° (1 full rotation) to *their* rightside and lands back in the pipe switch (backwards).
- **Rightside 540 (right 5):** Skier takes off forward on the skier's-left-wall, rotates down the pipe 540° (1 and a half rotations) to *their* rightside and lands back in the pipe forwards.
- **Rightside 720 (right 7):** Skier takes off forward on the skier's-left-wall, rotates down the pipe 720° (2 full rotations) to *their* rightside and lands back in the pipe switch (backwards).
- **Rightside 900 (right 9):** Skier takes off forward on the skier's-left-wall, rotates down the pipe 900° (2 and a half rotations) to *their* rightside and lands back in the pipe forwards.
- **Rightside 1080 (right 10):** Skier takes off forward on the skier's-left-wall, rotates down the pipe 1080° (3 full rotations) to *their* rightside and lands back in the pipe switch (backwards).
- **Rightside 1260 (right 12):** Skier takes off forward on the skier's-left-wall, rotates down the pipe 1260° (3 and a half rotations) to *their* rightside and lands back in the pipe forwards.
- **Switch:** Also referred to as "switch down the pipe". This trick can be identified by the switch takeoff and down-the-pipe rotation. The skier has limited vision down the pipe, or a "blind takeoff" increasing the difficulty.
- **Switch Leftside:** A switch/backwards takeoff to a leftside spin with down-the-pipe rotation and down-the-pipe travel. A switch leftside spin is performed on the skier's-right-wall of the pipe.
- **Switch Leftside 360 (switch left 3):** Skier takes off switch (backwards) on the skier's-right-wall, rotates down the pipe 360° (1 full rotation) to *their* leftside and lands back in the pipe forwards.
- **Switch Leftside 540 (switch left 5):** Skier takes off switch (backwards) on the skier's-right-wall, rotates down the pipe 540° (1 and a half rotations) to *their* leftside and lands back in the pipe switch (backwards).
- **Switch Leftside 720 (switch left 7):** Skier takes off switch (backwards) on the skier's-right-wall, rotates down the pipe 720° (2 full rotations) to *their* leftside and lands back in the pipe forwards.

- **Switch Leftside 900 (switch left 9):** Skier takes off switch (backwards) on the skiers-right-wall, rotates down the pipe 900° (2 and a half rotations) to *their* leftside and lands back in the pipe switch (backwards).
- **Switch Leftside 1080 (switch left 10):** Skier takes off switch (backwards) on the skiers-right-wall, rotates down the pipe 1080° (3 full rotation) to *their* leftside and lands back in the pipe forwards.
- **Switch Rightside:** A switch/backwards takeoff to a rightside side spin with down-the-pipe rotation and down-the-pipe travel. A switch rightside spin is performed on the skiers-left-wall of the pipe.
- **Switch Rightside 360 (switch right 3):** Skier takes off switch (backwards) on the skiers-left-wall, rotates down the pipe 360° (1 full rotation) to *their* rightside and lands back in the pipe forwards.
- **Switch Rightside 540 (switch right 5):** Skier takes off switch (backwards) on the skiers-left-wall, rotates down the pipe 540° (1 and a half rotations) to *their* rightside and lands back in the pipe switch (backwards).
- **Switch Rightside 720 (switch right 7):** Skier takes off switch on the skiers-left-wall, rotates down the pipe 360° (1 full rotation) to *their* rightside and lands back in the pipe forwards.
- **Switch Rightside 900 (switch right 9):** Skier takes off switch (backwards) on the skiers-left-wall, rotates down the pipe 900° (2 and a half rotations) to *their* rightside and lands back in the pipe switch (backwards).
- **Switch Rightside 1080 (switch right 10):** Skier takes off switch on the skiers-left-wall, rotates down the pipe 1080° (3 full rotations) to *their* rightside and lands back in the pipe forwards.
- **Ally-Oop:** In an Ally-Oop trick the skier rotates up the pipe while their direction of movement continues down the pipe. Look for ally-oop tricks to be performed to both the leftside and the rightside.
- **Leftside Ally-Oop 360 (left ally-oop 3):** Skier takes off on the skiers-left-wall, rotates 360° to *their* leftside (or up the pipe) while traveling down the pipe through the air. Lands switch (backwards).
- **Rightside Ally-Oop 360 (right ally-oop 3):** Skier takes off on the skiers-right-wall, rotates 360° to *their* rightside (or up the pipe) while traveling down the pipe through the air. Lands switch (backwards).
- **Leftside Ally-Oop 540 (left ally-oop 5):** Skier takes off on the skiers-left-wall, rotates 540° to *their* leftside (or up the pipe) while traveling down the pipe through the air. Lands forwards.
- **Rightside Ally-Oop 540 (right ally-oop 5):** Skier takes off on the skiers-right-wall, rotates 540° to *their* rightside (or up the pipe) while traveling down the pipe through the air. Lands forwards.
- **Leftside Ally-Oop 720 (left ally-oop 7):** Skier takes off on the skiers-left-wall, rotates 720° to *their* leftside (or up the pipe) while traveling down the pipe through the air. Lands switch (backwards).
- **Rightside Ally-Oop 720 (right ally-oop 7):** Skier takes off on the skiers-right-wall, rotates 720° to *their* rightside (or up the pipe) while traveling down the pipe through the air. Lands switch (backwards).
- **Leftside Ally-Oop 900 (left ally-oop 9):** Skier takes off on the skiers-left-wall, rotates 900° to *their* leftside (or up the pipe) while traveling down the pipe through the air. Lands forwards.
- **Rightside Ally-Oop 900 (right ally-oop 9):** Skier takes off on the skiers-right-wall, rotates 900° to *their* rightside (or up the pipe) while traveling down the pipe through the air. Lands forwards.
- **Switch Ally-Oop:** As is the same with a forward takeoff ally-oop, a switch ally-oop is a rotation up the pipe while traveling down-the-pipe. The skier takes off switch and sets the rotation in the direction up the hill. Look for switch ally-oop to be performed to both the left and right sides. Example: switch left ally-oop 720

- **Ally-Opp Flatspin:** is an up the pipe rotation when the competitor only spins on the lateral axis ( straight backflip parallel to the Deck of the pipe)
- **Ally-Oop Double Flatspin:**
- **Down the Pipe Flatspin:**
- **Flare:** Halfpipe trick where the skier takes off out of the pipe and sets to the back like initiating a backflip. The trick goes inverted over the back with a 180° rotation to reenter the pipe forwards.
- **Double Flare:** Double flare is set in the same manner as a flare, with a double invert and a 180° rotation to reenter the pipe forwards
- **Double Cork:** A doublecork in the halfpipe goes off-axis two separate times in the same trick. A double cork never goes completely inverted. The trick is set to the skiers backside like a typical cork.
- **Air to Switch/Air to Fakie:**Skier will take off straight, air out of the pipe with no rotation and reenter the pipe switch (backwards)
- **Handplant:** A low amplitude inverted trick in the halfpipe where the skier will go inverted, puts a hand down on the lip of the pipe to stall on the hand upside down, then brings the skis back around to reenter the pipe.
- **Lip Trick:** A low amplitude trick performed on the lip of the pipe, such as a stall.
- **Switch Straight Air:** is a mirror image if a straight air but is done from switch take off with no spin and landing switch this trick can be grabbed

### **Slopestyle Tricks:**

**Leftside/Rightside:** An element that adds technical difficulty and variety to any slopestyle run is the ability to spin in both directions- leftside and rightside. Every person has a direction of spinning that comes more naturally, so it is considerably more difficult to perform tricks to the left and right.

- **Leftside:** A leftside trick is a forward takeoff and a rotation to the skier's left side (counter-clockwise).
- **Leftside 180:** Forward takeoff, 180° rotation to the skiers leftside, lands backwards.
- **Leftside 360 (left 3):** Forward takeoff, 360° rotation to the skiers leftside, lands forwards.
- **Leftside 540 (left 5):** Forward takeoff, 540° (1 1/5 rotations) to the skiers leftside, lands switch (backwards).
- **Leftside 720 (left 7):** Forward takeoff, 720° (2 rotations) to the skiers leftside, lands forwards.
- **Leftside 900 (left 9):** Forward takeoff, 900° (2 1/5 rotations) to the skiers leftside, lands switch (backwards).
- **Leftside 1080 (left 10):** Forward takeoff, 1080° (3 rotations) to the skiers leftside, lands forwards.
- **Leftside 1260 (left 12):** Forward takeoff, 1260° (3 1/5 rotations) to the skiers leftside, lands switch (backwards).
- **Leftside 1440 (left 14):** Forward takeoff, 1440° (4 rotations) to the skiers leftside, lands forwards.
- **Leftside 1620 (left 16):** Forward takeoff, 1620° (4 1/5 rotations) to the skiers leftside, lands switch (backwards).
- **Leftside 1800 (left 18):** Forward takeoff, 1800° (5 rotations) to the skiers leftside, lands forwards.
- **Rightside:** A rightside trick is a forward takeoff and a rotation to the skier's rightside side (clockwise).
- **Rightside 180:** Forward takeoff, 180° rotation to the skiers rightside, lands backwards.
- **Rightside 360 (right 3):** Forward takeoff, 360° rotation to the skiers rightside, lands forwards.
- **Rightside 540 (right 5):** Forward takeoff, 540° (1 1/5 rotations) to the skiers rightside, lands switch (backwards).

- **Rightside 720 (right 7):** Forward takeoff, 720° (2 rotations) to the skiers rightside, lands forwards.
  - **Rightside 900 (right 9):** Forward takeoff, 900° (2 1/5 rotations) to the skiers rightside, lands switch (backwards).
  - **Rightside 1080 (right 10):** Forward takeoff, 1080° (3 rotations) to the skiers rightside, lands forwards.
  - **Rightside 1260 (right 12):** Forward takeoff, 1260° (3 1/5 rotations) to the skiers rightside, lands switch (backwards).
  - **Rightside 1440 (right 14):** Forward takeoff, 1440° (4 rotations) to the skiers rightside, lands forwards.
  - **Rightside 1620 (right 16):** Forward takeoff, 1620° (4 1/5 rotations) to the skiers rightside, lands switch (backwards).
  - **Rightside 1800 (right 18):** Forward takeoff, 1800° (5 rotations) to the skiers rightside, lands forwards.
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- **Switch Leftside:** A switch leftside trick is a backwards takeoff and a rotation to the skier's left side. Typically a skier will be approaching the jump looking over their left shoulder.
  - **Switch Leftside 180:** Switch (backwards) takeoff, 180° rotation to the skiers leftside, lands forwards.
  - **Switch Leftside 360 (switch left 3):** Switch (backwards) takeoff, 360° rotation to the skiers leftside, lands switch (backwards).
  - **Switch Leftside 540 (switch left 5):** Switch (backwards) takeoff, 540° (1 1/5 rotations) to the skiers leftside, lands forwards.
  - **Switch Leftside 720 (switch left 7):** Switch (backwards) takeoff, 720° (2 rotations) to the skiers leftside, lands switch (backwards).
  - **Switch Leftside 900 (switch left 9):** Switch (backwards) takeoff, 900° (2 1/5 rotations) to the skiers leftside, lands forwards.
  - **Switch Leftside 1080 (switch left 10):** Switch (backwards) takeoff, 1080° (3 rotations) to the skiers leftside, lands switch (backwards).
  - **Switch Leftside 1260 (switch left 12):** Switch (backwards) takeoff, 1260° (3 1/5 rotations) to the skiers leftside, lands forwards.
  - **Switch Leftside 1440 (switch left 14):** Switch (backwards) takeoff, 1440° (4 rotations) to the skiers leftside, lands switch (backwards).
  - **Switch Leftside 1620 (switch left 16):** Switch (backwards) takeoff, 1620° (4 1/5 rotations) to the skiers leftside, lands forwards.
  - **Switch Leftside 1800 (switch left 18):** Switch (backwards) takeoff, 1800° (5 rotations) to the skiers leftside, lands switch (backwards).
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- **Switch Rightside:** A switch leftside trick is a backwards takeoff and a rotation to the skier's left side. Typically a skier will be approaching the jump looking over their left shoulder.
  - **Switch Rightside 180:** Switch (backwards) takeoff, 180° rotation to the skiers leftside, lands forwards.
  - **Switch Rightside 360 (switch left 3):** Switch (backwards) takeoff, 360° rotation to the skiers rightside, lands switch (backwards).
  - **Switch Rightside 540 (switch left 5):** Switch (backwards) takeoff, 540° (1 1/5 rotations) to the skiers rightside, lands forwards.
  - **Switch Rightside 720 (switch left 7):** Switch (backwards) takeoff, 720° (2 rotations) to the skiers rightside, lands switch (backwards).
  - **Switch Rightside 900 (switch left 9):** Switch (backwards) takeoff, 900° (2 1/5 rotations) to the skiers rightside, lands forwards.
  - **Switch Rightside 1080 (switch left 10):** Switch (backwards) takeoff, 1080° (3 rotations) to the skiers rightside, lands switch (backwards).
  - **Switch Rightside 1260 (switch left 12):** Switch (backwards) takeoff, 1260° (3 1/5 rotations) to the skiers rightside, lands forwards.
  - **Switch Rightside 1440 (switch left 14):** Switch (backwards) takeoff, 1440° (4 rotations) to the skiers rightside, lands switch (backwards).

- **Switch Rightside 1620 (switch left 16):** Switch (backwards) takeoff, 1620° (4 1/5 rotations) to the skiers rightside, lands forwards.
- **Switch Rightside 1800 (switch left 18):** Switch (backwards) takeoff, 1800° (5 rotations) to the skiers rightside, lands switch (backwards).

### Double Cork

- **Double Cork 1080 (dub 10):** Forward takeoff, the skier will set the cork to their backside to cork the first portion of the rotation, then dip into a second cork to complete the 1080° (3 full rotations), landing forwards.
- **Switch Double Cork 1080 (switch dub 10):** Switch (backwards) takeoff, the skier will rotate off the jump and set the cork to their backside to cork the first portion of the trick, then dip into a second cork to complete the 1080° (3 rotations), landing switch (backwards).
- **Double Cork 1260 (dub 12):** Forward takeoff, the skier will set the cork to their backside to cork the first portion of the rotation, then dip into a second cork to complete the 1260° (3 1/2 rotations), landing switch (backwards).
- **Switch Double Cork 1260 (switch dub 12):** Switch (backwards) takeoff, the skier will rotate off the jump and set the cork to their backside to cork the first portion of the trick, then dip into a second cork to complete the 1260° (3 1/2 rotations), landing forwards.
- **Double Cork 1440 (dub 14):** Forward takeoff, the skier will set the cork to their backside to cork the first portion of the rotation, then dip into a second cork to complete the 1440° (4 full rotations), landing forwards.
- **Switch Double Cork 1440 (switch dub 14):** Switch (backwards) takeoff, the skier will rotate off the jump and set the cork to their backside to cork the first portion of the trick, then dip into a second cork to complete the 1440° (4 rotations), landing switch (backwards).
- **Double Cork 1620 (dub 16):** Forward takeoff, the skier will set the cork to their backside to cork the first portion of the rotation, then dip into a second cork to complete the 1620° (4 1/2 rotations), landing backwards.
- **Zero Spin:** A switch straight air. The skier will takeoff switch (backwards), travel through the air and land backwards without any rotation.

### Slopestyle Rail Tricks

- **Straight On:** Skier approaches the rail or box forwards, takes off and rotates 90° to the left to slide right-foot-forward, or rotates 90° to the right to slide left-foot-forward.
- **Switch On:** Skier approaches the rail or box switch (backwards), takes off and rotates 90° left to slide left-foot-forward, or rotates 90° to the right to slide right-foot-forward.
- **Lipslide:** A lipslide is typically performed on an urban-style rail. The skier approached the rail from either side, and rather than jumping onto the rail by spinning towards the rail, the skier will take off and rotate away from the rail, bringing his/her tails over the rail to land on it.
- **Switch Lipslide:** Skier approaches the rail switch from the side. Upon switch takeoff the skier rotates 90° away from the rail bringing the tips up and over the rail to land on it.
- **Switch Tails Over:** Skier approaches an urban style rail switch from the side, and performs a switch ollie and blind 90° rotation onto the rail.

### 270:

- **270 On:** Forward takeoff, spinning a 270° (3/4) rotation onto the rail.
- **Switch 270 On:** Switch takeoff, spinning a switch 270° (3/4) rotation onto the rail.
- **Lipslide 270:** In the same style as a lipslide, the skier approaches the rail from the side, on takeoff the skier rotates away from the rail spinning a 270° to land on the rail.
- **Switch Lipslide 270:** Skier approaches an urban style rail switch from the side, taking off switch bringing the tips up and over the rail and rotating 270° onto the rail.
- **Switch Tails-Over 270:** Skier approaches an urban style rail switch from the side, and performs a switch ollie and blind 270° rotation onto the rail.

#### **450:**

- **450 On:** Forward takeoff, spinning a 450° (1 1/4) rotation onto the rail.
- **Switch 450 On:** Switch takeoff, spinning a switch 450° (1 1/4) rotation onto the rail.
- **Lipslide 450:** In the same style as a lipslide, the skier approaches the rail from the side, on takeoff the skier rotates away from the rail spinning a 450° to land on the rail.
- **Switch Lipslide 450:** Skier approaches an urban style rail switch from the side, taking off switch bringing the tips up and over the rail and rotating 450° onto the rail.
- **Switch Tails-Over 450:** Skier approaches an urban style rail switch from the side, and performs a switch ollie and blind 450° rotation onto the rail.

#### **630:**

- **630 On:** Forward takeoff, spinning a 630° (1 3/4) rotation onto the rail.
- **Switch 630 On:** Switch takeoff, spinning a switch 630° (1 3/4) rotation onto the rail.

#### **810:**

- **810 On:** Forward takeoff, spinning a 810° (2 1/4) rotation onto the rail.
- **Switch 810 On:** Switch takeoff, spinning a switch 810° (2 1/4) rotation onto the rail.
- **Switch Up:** When a skier is sliding on a rail or box, jumps up and spins, and lands back on the rail. Often times performed at the kink on a kinked rail.
- **180 Switch Up:** When a skier is sliding a rail, jumps up and rotates 180°, landing back on the rail with the other foot now facing forward to continue sliding the rail
- **360 Switch Up:** When a skier is sliding a rail, jumps up and rotates 360°, landing back on the rail to continue sliding the rail
- **540 Switch Up:** When a skier is sliding a rail, jumps up and rotates 540°, landing back on the rail to continue sliding the rail
- **Surface Switch Up:** A switch up where the skier rotates on the rail or box without the skis losing contact with the surface

#### **Other/Miscellaneous Tricks:**

- **Ollie:** When a skier pops into the air off of flat ground by loading the tails with pressure and popping off the ground. An ollie can be over an object such as a fence, picnic table or small child, or an ollie can be performed onto a feature such as a rail.
- **Nollie:** The same as Ollie but using the noses or the skis to pop up off the snow/obstacle
- **Jib:** Any smaller feature that is tricable. Often creative, a jib can be a rail, bonk, or even just a roll-over.
- **Shifty:** Air with or without grab, pointing the nose of the skis out of the pipe. A mid air twist of the body and shift of the skis in the opposite direction of the rotation. Example:
- **Bonk:** A tap feature where a skier goes airborne and taps the bonk feature with tails, tips, or sides of skis. A bonk feature can sometimes be utilized as a hand plant or hand drag.
- **Blender:** Pre-loading into a jump/feature in the opposite direction you plan to spin
- **Nose Butter:** A style of takeoff where the skier comes in forwards, applies pressure to the tips of the skis near the lip while rotating on the snow about 180°, then pops off the lip of the jump into the rotation from the pressure of the loaded tips.
- **Tail Butter:** Flexing the noses of the skis off the snow when approaching an obstacle



# **FIS FREESTYLE SKIING JUDGING HANDBOOK**

**Edition August 2024**

**INTERNATIONAL SKI AND SNOWBOARD FEDERATION**

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**Oberhofen, August 2024**



‘We, the judges, promise to judge all competitions with complete impartiality; respecting and abiding by the rules and regulations. We promise to officiate at all competitions giving no favour based on nation, gender, competitor’s ranking, or previous performances in this or any other competition. We will judge each run solely on the merit of the observed performance without preconceptions or expectations.’

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**6000 AERIALS****6001 Definition**

Aerial competition shall consist of one, or multiple 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. Refer to ICR 4005.2.1 and 4027 concerning competition formats.

**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 5 Judge Format**

Judges shall independently evaluate the competitor's performance based upon the Air and Form Criteria as stated in JH 6004.1, 6004.2 and the Landing Criteria in 6004.3. The high and low scores of each component will be discarded and the remaining three scores in each component will be added together.

**6003.1.1 Total Score**

The total Judges' Score is calculated by adding the three counting scores in each component. 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.

In a two jump Phase, the competitor's final score for both jumps is determined by adding together the total scores from each jump.

Example:

Judges Scores

Take Off & Air	<del>4.6</del>	1.7	<del>4.9</del>	1.7	1.8	5.2
Form	4.5	<del>4.2</del>	4.3	4.4	<del>4.6</del>	13.2
Landing	2.4	2.3	2.4	<del>2.2</del>	<del>2.5</del>	<u>7.1</u>

**Total Score (Maximum 30 points x Degree of Difficulty)**

Total Judges' Score:	=	25.5
Total Score:	=	25.5 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 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 feet leave the kicker.

**6004.1.1.1 Good Take-Off 0.7 - 1.0**

Just before the competitor leaves the kicker the body may be fully extended or may have a slight bend in the waist (boots at the end of the kicker). The slight bend in the waist is acceptable as long as the athlete straightens out their body within the first quarter of the flip. The actual position in the jump (tuck, twist, spread, etc.) should not begin before the feet have left the kicker.

**6004.1.1.2 Non-optimal Take-Off 0.4 - 0.6**

There are different types of mistake:

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; shoulders are pushed backward too much; bent in the knees.

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 are 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 optimum landing point of the kicker (Refer to 6004.1.2.1).

**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 71°

The *optimum* landing point should be the range from 2 m to 4 m, including 1 or 2 m plus or minus adjustments away from the knoll.

#### 6004.1.2.2 **Non-optimal 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 manoeuvre. Form shall be evaluated based upon competitor's precision of performance (i.e. Tightness of body, economy of motion), balance, mechanics, stability (*or control*) in the air, separation and the timing of the manoeuvre in relation to the apex of the jump. Form is judged from when the competitor's ski tips start to leave the jump until the competitor touches the snow.

**All judges will deduct 0.5 from their score for a violation of the balk rule ICR 4022.1.8.**

#### 6004.2.1 **Positions in the Form**

##### 6004.2.1.1 **Planned manoeuvres**

If the number of planned manoeuvres is not fulfilled (somersaults, twists, 360's, upright positions) resulting in too many or not enough manoeuvres, the competitor receives DNF.

**→Refer to ICR 4025**

Example:

<u>Flight Plan:</u>	<u>Jump Performed:</u>	
Tuck-Tuck	Tuck-Tuck-Tuck	<u>DNF (ICR 4025)</u>
Full-Double Full	Full-Full	<u>DNF (ICR 4025)</u>

##### 6004.2.1.2 **Breakdown of Form deductions**

A judge breaks down the form points to the number of manoeuvres (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.

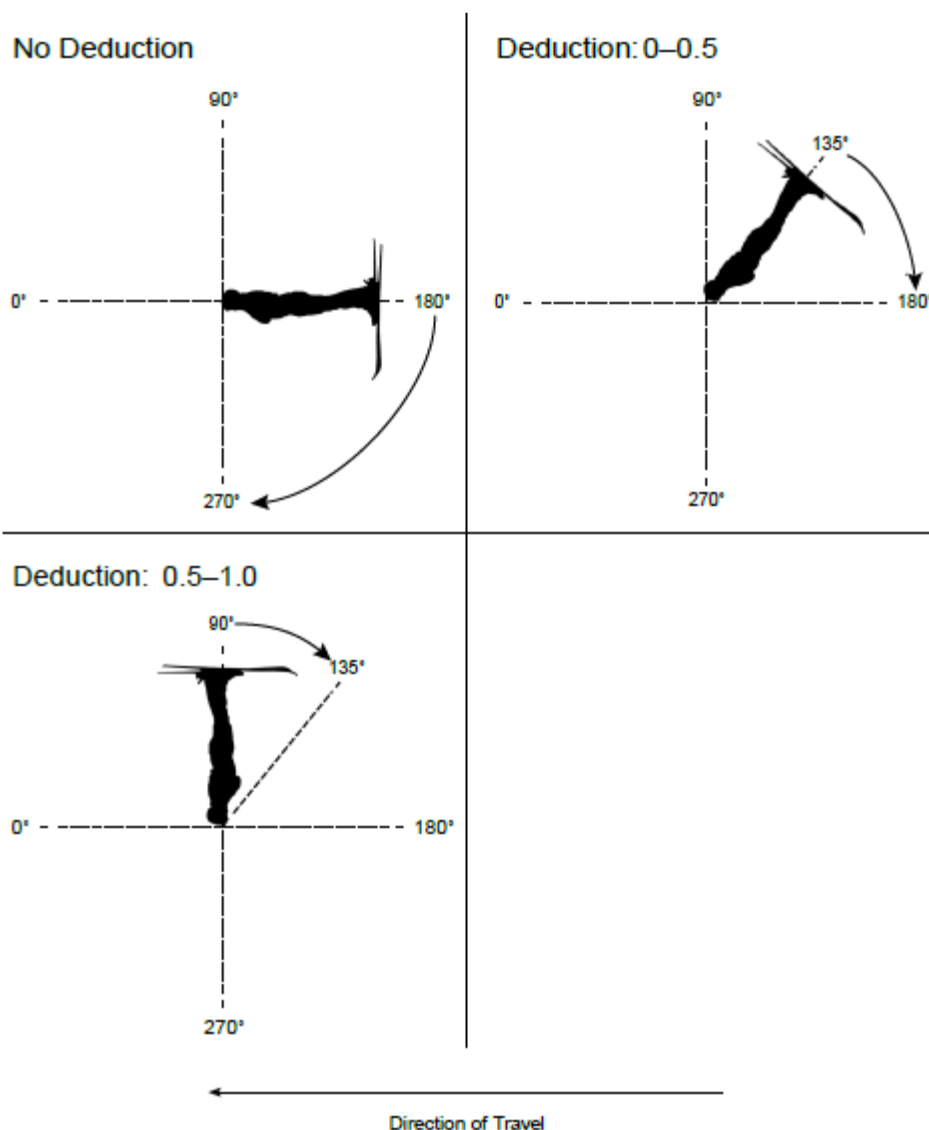
Example:

<u>Flight Plan:</u>	<u>Jump Performed:</u>	<u>Value</u>
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 score**

Form is evaluated according to two criteria:

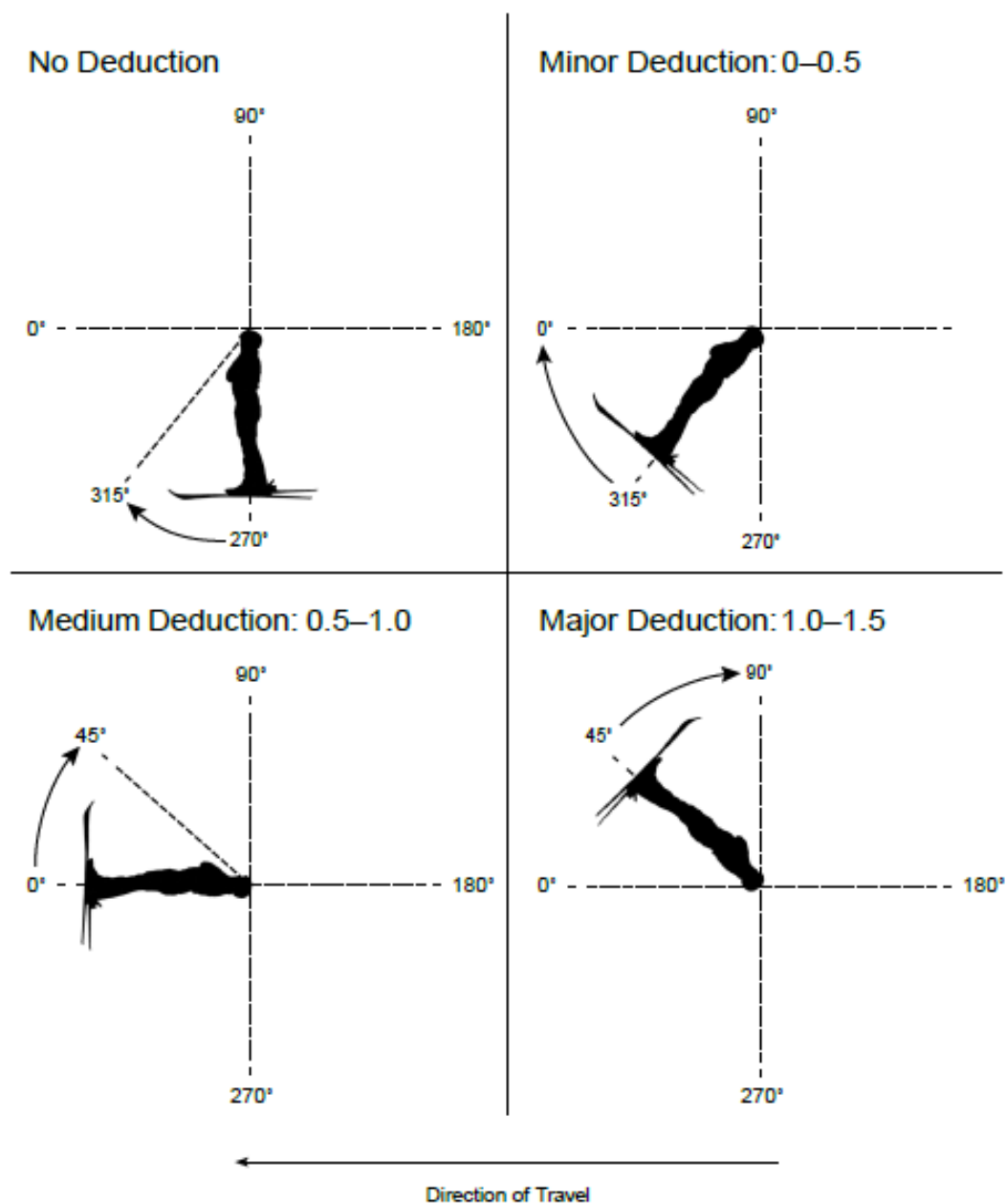
Timing and the quality of execution as modified by form breaks.

**6004.2.2.1 Timing****6004.2.2.1.1 Early Twist/Tuck/Pike Start**

No deduction for early initiation will be made provided that (a) the twist does not begin before the head and body are at the 9:00 position.

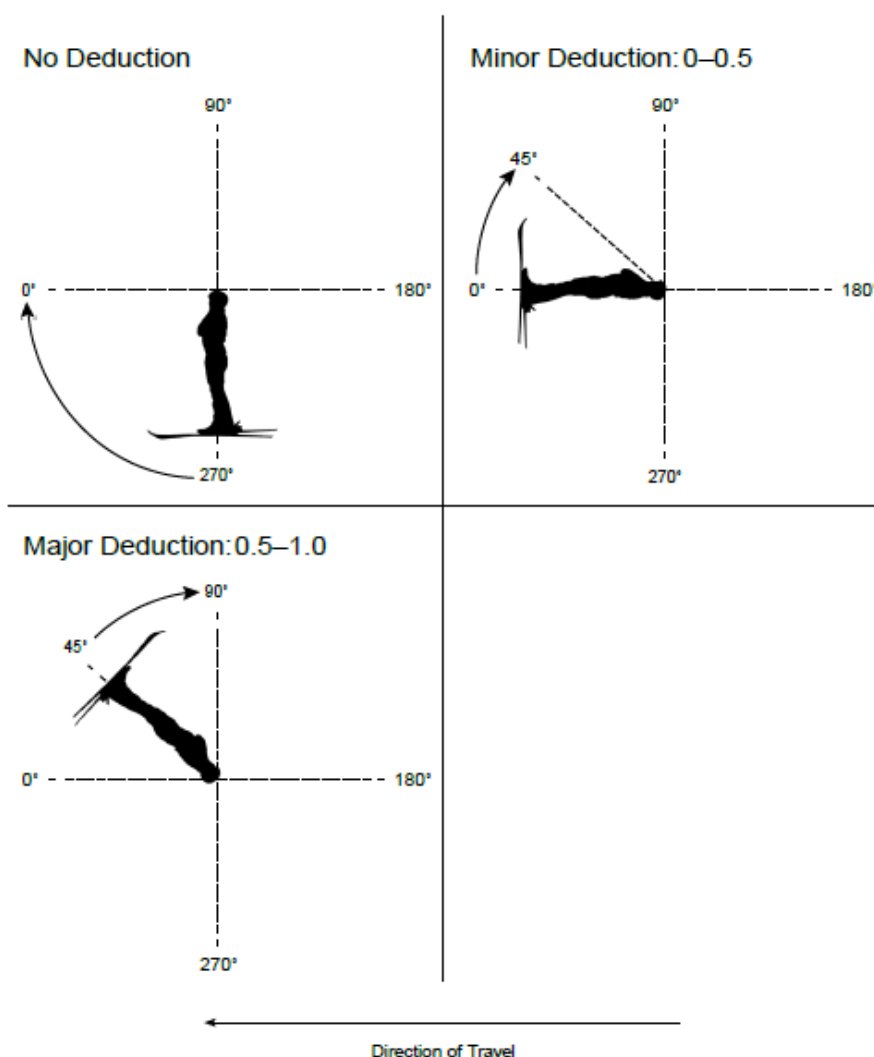
**6004.2.2.1.2 Late conclusion of twists in Double somersaults (late finish)**

+





### 6004.2.2.1.3 Late conclusion of twists in Triple somersaults (Twist finish)



### 6004.2.2.2 Form Breaks

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

- Minor form breaks deduct up to 25% of possible form points
- Medium form breaks deduct up to 50% of possible form points
- Major form breaks deduct 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 manoeuvre.

For example, Jumps performed with a minor form break in **one** somersault:

	Single Twist	Double Twist	Triple Twist
Form	2.5 - 5.0	1.7 – 2.5	0.9 - 1.7/ 1.6
Deduction	<u>1.2</u>	<u>0.6</u>	<u>0.4</u>
<b>Total</b>	<b>3.8</b>	<b>4.4</b>	<b>4.6</b>

Jump	Form Break / per flip		
	minor	medium	major
<b>single</b>	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0
<b>double</b>	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5
<b>triple</b>	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7

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 the 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.

Form break deductions are cumulative. In instances of multiple errors within the same flip, judges should make a distinction between a primary form break and secondary form break. Once a primary form break is identified, it receives a value according to the DDS schematics. Each secondary form break adds a value of 0.1 to the overall value of the deduction.

For Minor and Medium form breaks, the value of deduction depends exclusively on the severity of the mistake (see DDS schematics).

For Major form breaks, the value of deduction depends both on the severity of the mistake (see DDS schematics) and the duration of the incorrect body position. The longer the mistake the higher the value of major deduction.

Take-off deductions are cumulative. Refer to the take off DDS schematics for full details of deductions. In instances of multiple errors at take-off, judges should make a distinction between a primary form break and a secondary form breaks. Once a primary form break is identified, it receives a value according to the DDS schematics for Take-off. Each secondary form break adds a value of 0.1.

Position of hands in a Tuck. There are only two acceptable positions of hands in a Tuck: a) hands reach and touch the shins below the knees, or b) hands reach below the thighs and touch the hamstrings. Any other hands position, for example, touching knees with hands from the top, should receive a deduction of 0.5.

#### **6004.2.2.2.1 Separation**

Separation means the competitor is able to clearly demonstrate the beginning and the end of each manoeuvre, i.e. the declared number of twists within each flip. If there are a different number of twists within each flip of the jump, the competitor should clearly demonstrate a change of twisting speed between each of the flips. The hands can help to identify when a twisting manoeuvre is completed but are not necessary to show separation.

Presence of separation, or lack thereof, should not have any significant impact on the criterion of timing. Any particular jump may have clear separation of manoeuvres without proper timing and vice versa: timing criteria can conceivably be satisfied without clear separation.

**6004.2.2.2.2 Points to Assess Form Breaks****6004.2.2.2.3 General Body Position (as defined above)**

Leg Position	Ski Position	Body Position
<ul style="list-style-type: none"> <li>• Legs apart</li> <li>• Scissoring</li> <li>• Knee bend</li> </ul>	<ul style="list-style-type: none"> <li>• Skis splayed</li> <li>• Skis apart (tips or tails)</li> </ul>	<ul style="list-style-type: none"> <li>• Pucking</li> <li>• Spiral segmentation</li> <li>• Separation</li> <li>• Arch</li> <li>• Hollow</li> </ul>

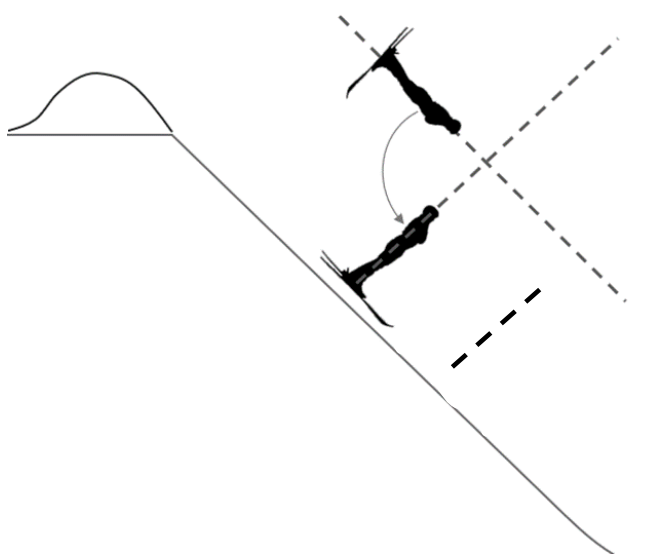
**6004.2.2.2.4 Control in Air**

Excessive motion to control speed can be pulling and stretching as defined below, and the relative over or under rotation of the flip. Excessive motion can also be exhibited in upright jumps mostly with the arms being used for balance, or to increase or decrease rotational speed and to prevent landing too far forward, backwards or not square to the fall line.

In the case of a Layout position, flipping speed can be increased by pulling the body inward and bending at the knees and waist and neck, or decreased by stretching the body and the arms parallel to the head, both of which could be form breaks.

**NOTE:**

In the last flip, once the torso reaches 45 degrees to the horizontal plane, a minor pike (bend at the waist) receives no deduction. During this “preparation for landing” the athlete may have a slight bend at the waist (but not the knees) and open the legs (to shoulder width) without being assessed form break deductions. If the bend at the waist is higher than minor (more than 45 degrees) judges should deduct 0.2. All other DDS values apply throughout the duration of the flip, i.e. until touchdown.



**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 sufficient skiing control up to the transition from the landing hill to the finish area.

Landing consists of 30% of the total score (maximum 3.0 points per 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 to come back to the neutral body position.
2. Exit from the landing following the snow contact, impact and absorption.

**NOTE:**

Preparation for landing is considered in Form.

**6004.3.1 Landing Min. = 0.0 / Max. = 3.0****6004.3.1.1 Applicable Ranges for landing**

3.0	Excellent landing
2.6 – 2.9	Good balance with little compression
2.1 – 2.5	No touch of hand(s), light imbalance or hard compression on landing or ski away
1.6 – 2.0	No body contact but hand(s) dragging; Hard compression and/or moderate imbalance
1.1 – 1.5	Light back slap or punch front with no body-snow contact, back to skis; severe turn to 45 degrees or more relative to the fall line; turn around on landing hill with no fall or touch; severe imbalance
0.6 – 1.0	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; severe over or under rotation
0.1 – 0.5	Minimal weight on skis; Sliding on back or side no return to skies; Immediate crash
0.0	No weight on skis

**NOTE:**

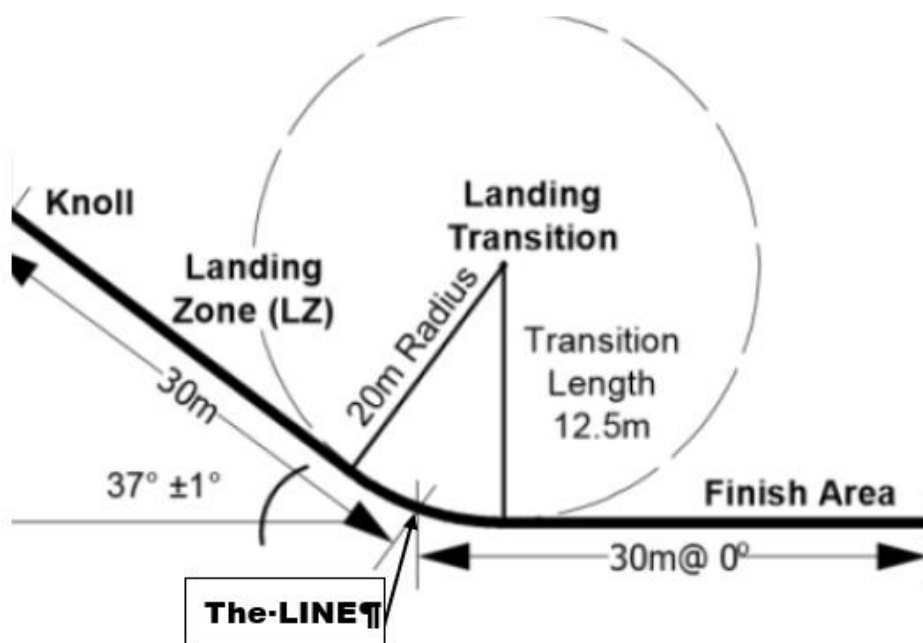
If an athlete has any hand contact, the maximum score is 2.0.

If an athlete has any body contact, the maximum score is 1.5.

An athlete that doesn't touch can receive a score lower than 2.0 for severe imbalance, skiing sideways, circling or backwards.

Landing will be judged from when the athlete makes contact with the snow and will end at the transition from the landing hill to the finish area. Middle of the curve is the LINE.

Bad landing does not necessarily mean a deduction in the form score. A Well executed jump will get an appropriate form score, mistakes on the landing will be reflected in the landing score only. Form deductions have to be based on specific mistakes in the execution of the maneuver.



**6004.3.1.2 Applicable Ranges for Water Ramp landing**

3.0	Excellent landing
2.6 - 2.9	The centre of mass at touchdown is projected through the centre of the boot, the athlete's body is slightly (10°) leaning forward and hip is bent 10° to 15°, hands are above or slightly below shoulders (it doesn't matter whether hands are in front or to the sides), the skis are 10° - 15° to the water.
2.1 - 2.5	The centre of mass at touchdown is projected through the toes or heels of the boots, the athlete's body is straight or leaning forward up to 45° (short), skis are 0° (flat) – 10° to the water.
1.6 - 2.0	Landing on skis, but the athlete's body is leaning forward (22° - 45 °), twisting is completed, hands are down, knee(s) bent, hips straight, skis are 22° (short) to the water.
1.1 - 1.5	Landing on skis, but the athlete's body is leaning forward or backward 22° to 45°, twisting is short by less than 45°, hands are down or stretching up, bent hips, skis are 45° - 90° to the water.
0.6 - 1.0	Minimum weight on skis (skis are entering the water at an angle of 45° - 90°), the athlete's body is leaning forward or backward 45° to 90°, hands are down or stretching up, bent hips, skis are 90° - 112° to the water.
0.1 - 0.5	Minimum weight on skis (skis are entering the water at an angle of 45° - 90°), the athlete's body is leaning forward or backward by about 90° - 135°, twisting is short by about 90°, hands are down or stretching up, bent hips, skis are 112° - 135° to the water.
0.0	Full fall (135°, over- or under-rotation) with no weight on skis.

**NOTE:**

1. Skiers may bend hip about 10° - 15° / slight pike (in a hollow position) to protect their low back.
2. Skiers may use the front of the skis (skis to water = 10° - 15°) to absorb some of the impact.

\* See appendix Water Ramp landing criteria drawing

**6004.3.2 Tie Breaking Aerials**

➔Refer to ICR 4013.4.2

**Detail Deduction Scale (DDS) Take off**

	<b>Good Take-Off</b>				<b>Non-optimal Take-Off</b>			<b>Bad Take-Off</b>
	1.0	0.9 20±5°	0.8 30±5°	0.7 40±5°	0.6 50±5°	0.5 60±5°	0.4 70±5°	0.3-.0.0
Body Leg								take off completely missed
Body Arch								
Body Pike								

**Detail Deduction Scale (DDS) Form**

		MINOR				MEDIUM				MAJOR				
point deduction TRIPLE	angle	0-1 0-20°	0-2 20-30°	0-3 30-40°	0-4 40-50°	0-5 50-60°	0-6 60-70°	0-7 70-80°	0-8 80-90°	0-9-1.0 1quarter	1-1-1.2 2quarter	1-3-1.4 3quarter	1-5-1.7 4quarter	rotation
body leg														I
layout> pike														II
layout> overarched														III
pike position														
tuck position														
ski														rotation I
foot														II
point deduction DOUBLE		0.1-0.3		0.4-0.6		0.7-0.9		1.0-1.2		1.3-1.5	1.6-1.8	1.9-2.1	2.2-2.5	

**Water Ramp landing criteria drawing**

WATER RAMP LANDING SCORECARD							EB2017
0° TWIST	0°	0°-22°	22°-45°	45°-90°	90°-180°	180°+	
SKIS 10°-15°	HIPS 0°	0°-22°	22°-45°	45°-90°	90°-135°	135°+	
HIPS 10°-15°	HIPS 45° SHORT	KNEES BENT					
SKIS 0°	22°-45° SHORT	45°-90°	90°-112°	112°-135°	135°+		
AFTER IMPACT							
3.0-2.6	2.5-2.1	2.0-1.6	1.5-1.1	1.0-0.6	0.5-0.1	0.0	



**6100 AERIALS SYNCHRO**

The Aerials Synchro competition shall consist of synchronized jumps by pairs of competitors.

**6102 Scoring**

The competitors' acrobatic skiing will be judged with respect to two categories as follows:

**6102.1 Synchro evaluation:**

Constitutes **60 %** of the Total Score of the jump  
(Judges # 5,6,7 – if 7 Judges Format, and Judges # 3,4,5 – if 5 Judges Format)

**6102.2 Aerial evaluation (Normal scoring):**

Constitutes **40 %** of the Total Score of the jump  
(Judges # 1,2,3,4 – if 7 Judges Format, and Judges # 1,2 – if 5 Judges Format)

**6103 Scoring Procedures****6103.1 7 Judge Format**

Judges for synchro evaluation shall independently evaluate the two competitors' synchronicity as defined in JH 6104. Three scores in each component will be added together.

Judges for Aerial evaluation shall independently evaluate each competitor's performance based upon the Air and Form Criteria as defined in JH 6004.1, 6004.2 and the Landing Criteria in 6004.3. The high and low scores of Aerial evaluation Judges (J1,J2,J3,J4) will be discarded.

**6103.1.1 Total Score:**

The total Judges' Score is calculated by adding the four Aerial evaluation counting scores dividing them by 2 and then adding the three Synchro evaluation scores in each component, this total then being divided by five and multiplied by three. This Judges' total score is 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.

$$\text{Score} = \frac{\frac{\sum(\text{Aerial Eval scores})}{2} + \sum(\text{Synchro scores})}{5} \times 3$$

Example:

Aerial Evaluation Athlete #1		Aerial Evaluation Athlete #2		Synchro Judges		
Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Judge 6	Judge 7
8.6	9.2	8.2	8.8	7.5	8.0	8.5

$$(8.6 + 9.2 + 8.2 + 8.8) \div 2 + 7.5 + 8.0 + 8.5 = 41.4$$

$$(41.4 \div 5) \times 3 = 24.8$$

**Total Score:**

Total Judges' score: 24.8

Total Score: 24.8 x DD

\* Example:

In the case where the performed jump was bFF with DD 3.150,  
Total Score is  $24.8 \times 3.150 = 78.12$

## 6103.2 5 Judge Format

Judges for synchro evaluation shall independently evaluate the two competitors' synchronicity as defined in JH 6104. Three scores in each component will be added together.

Judges for Aerial evaluation shall independently evaluate each competitor's performance based upon the Air and Form Criteria as defined in JH 6004.1, 6004.2 and the Landing Criteria in 6004.3.

### 6103.2.1 Total Score:

The total Judges' Score is calculated by adding the two Aerial evaluation scores and three Synchro evaluation scores in each component, divided by five and multiplied by three. This Judges' total score is 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.

Total Score Athlete #1	Total Score Athlete #2	Synchro Judges		
Judge 1	Judge 2	Judge 3	Judge 4	Judge 5
8.0	5.2	6.5	6.0	6.5

$$8.0 + 5.2 + 6.5 + 6.0 + 6.5 = 32.2$$

$$32.2 / 5 \times 3 = 19.3$$

### Total Score:

Total Judges' score: 19.3

Total Score:  $19.3 \times DD$

\* Example:

In the case where the performed jump was bdFF with DD 3.525,

Total Score is  $19.3 \times 3.525 = 68.03$

## 6104 Judging Criteria

### 6104.1 Synchronisation (60% of the Score) Min. = 0.0 / Max. 10.0

Synchronisation shall be evaluated in terms of five categories. In each category, the extent to which the two competitors' performances are synchronized shall be evaluated. Synchro evaluation consists of 60% of score (maximum 10.0 points per judge) and will be broken down into five parts:

20% Take-off

20% Rotation

20% Landing

20% Landing Zone

20% Exit

Within each category, the Judge shall evaluate the performance and award marks according to the following tariff:

Excellent 2.0

Good 1.5

Average 1.0

Poor 0.5

Very poor 0.0

### 6104.1.1 Take-off Min. = 0.0 / Max. 2.0

Technically synchronized Take-off refers to the manner in which the two competitors initiate the jump by extending the body at the same moment while leaving the kicker. Take-off is judged from the moment the competitors enter the transition, until the feet leave the kicker.

**6104.1.1.1      Excellent 2.0**

The extension of body, legs and arm position are perfectly synchronized between the two competitors at the moment of Take-off.

**6104.1.1.2      Good 1.5**

The difference between the two competitors' take-offs is less than 45 degrees.

**6104.1.1.3      Average 1.0**

The difference between the two competitors' take-offs is from 45 degree to 90 degrees.

**6104.1.1.4      Poor 0.5**

The difference between the two competitors' take-offs is from 90 degrees to 135 degrees.

**6104.1.1.5      Very Poor 0.0**

The difference between the two competitors' take-offs is more than 136 degrees.

**6104.1.2      Rotation Min. = 0.0 / Max. 2.0**

Technically synchronized Rotation refers to the extent to which the two competitors rotate and twist in time with each other.

**6104.1.2.1      Excellent 2.0**

The two competitors rotate and/or twist at exactly the same time in the air.

**6104.1.2.2      Good 1.5**

The difference between the two competitors is less than a quarter of 1<sup>st</sup> somersault in rotation or twist.

**6104.1.2.3      Average 1.0**

The difference between the two competitors is from quarter to half of 1<sup>st</sup> somersault in rotation or twist.

**6104.1.2.4      Poor 0.5**

The difference between the two competitors is from half to the end of 1<sup>st</sup> somersault in rotation or twist.

**6104.1.2.5      Very Poor 0.0**

The difference between the two competitors is more than one rotation or twist.

**6104.1.3      Landing Min. = 0.0 / Max. 2.0**

Technically synchronized Landing refers to the extent to which the two competitors land at the same time. This is assessed by measuring the vertical separation between the two competitors when the first one lands.

**6104.1.3.1      Excellent 2.0**

The two competitors land exactly at the same time: no measurable vertical separation.

**6104.1.3.2      Good 1.5**

The difference between the two competitors is less than 1m vertical separation.

**6104.1.3.3      Average 1.0**

The difference between the two competitors is from 1.1m to 2m vertical separation.

**6104.1.3.4 Poor 0.5**

The difference between the two competitors is from 2.1m to 3m vertical separation.

**6104.1.3.5 Very Poor 0.0**

The difference between the two competitors is more than 3.1m vertical separation.

**6104.1.4 Landing Zone Min. = 0.0 / Max. 2.0**

Technically synchronized Landing Zone refers to the extent to which the two competitors land at the same distance from the knoll and in a straight line below their respective kickers.

**6104.1.4.1 Excellent 2.0**

The two competitors land at the same distance or with less than 0.5m difference from the knoll and straight below the kickers.

**6104.1.4.2 Good 1.5**

The difference between the two competitors is from 0.5m to 1m.

**6104.1.4.3 Average 1.0**

The difference between the two competitors is from 1.1m to 2m.

**6104.1.4.4 Poor 0.5**

The difference between the two competitors is from 2.1m to 3m.

**6104.1.4.5 Very Poor 0.0**

The difference between the two competitors is more than 3.1m.

**6104.1.5 Exit Min. = 0.0 / Max. 2.0**

Technically synchronized Exit refers to the extent to which the two competitors' landings are matched in quality.

**6104.1.5.1 Excellent 2.0**

The two competitors' quality of landing is within the same category.  
Example: Both competitors' landings are Excellent *or* both competitors' landings are Imbalanced (see 6004.3).

**6104.1.5.2 Good 1.5**

The two competitors' quality of landing is within two categories.  
Example: One competitor's landing is Good while the other's is Imbalanced or Hard Compression.

**6104.1.5.3 Average 1.0**

The two competitors' quality of landing is within three categories.  
Example: One competitor's landing is Good while the other's is Dragging hand(s).

**6104.1.5.4 Poor 0.5**

The two competitors' quality of landing is within four categories.  
Example: One competitor's landing is Good while the other's is Back slap or Punch from back to skis.

**6104.1.5.5 Very Poor 0.0**

The two competitors' quality of landing is within five categories.  
Example: One competitor's landing is Good while the other's is No exit.

**6104.2 Aerial evaluation (Normal scoring) (40% of the Score) Min. 0.0 / Max. 10.0**

Judges for Aerial evaluation shall independently evaluate each competitor's performance based upon the judging criteria, Air and Form Criteria as stated in JH 6004.1, 6004.2 and the Landing Criteria in 6004.3.

**Synchro Aerials criteria drawing**

Synchro Take off			Synchro Landing		
		Max 2,0			Max 2,0
		1,5			1,5
		1,0			1,0
		0,5			0,5
		0,0			0,0
Synchro Exit			Landing Zone		
Excellent landing	Excellent landing	Max 2,0			knoll
Excellent landing	Imbalance or hard compression	1,5			2,0 max
Excellent landing	Dragging hand (s)	1,0			knoll
Excellent landing	Back slap or punch front back to skis	0,5			knoll
Excellent landing	No exit	0,0			knoll
			Difference: 0.0-0.5 m – 2.0 0.5-1.0 m – 1.5 1.0-2.0 m – 1.0 2.0-3.0 m – 0.5 more 3.0 m – 0.0		

**6200 MOGULS****6201 Definition**

Mogul competition shall consist of one run of free skiing on a steep, heavily moguled course, stressing technical turns, aerial manoeuvres and speed.

Refer to ICR 4204.1 concerning Qualification and Finals.

**6202 Scoring****6202.1 Turns:**

Consisting of 60% of the score. → max 60.0 points

**6202.2 Air:**

Consisting of 20% of the score. → max. 20.0 points

**6202.3 Speed:**

Consisting of 20% of the score. → max. 20.0 points

For the Speed formula, see ICR 4206.3

**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 JH 6204.1 (Turns) and 6204.2 (Deductions). The high and low Turns scores and the high and low Deductions scores shall be discarded and the remaining six scores shall be added together to form the combined score for Turns including Deductions (note that Deductions scores are always negative).

**6203.1.2 Air Judges**

Two Judges shall independently evaluate the competitors aerial manoeuvre(s) based upon the criteria as stated in JH 6204.3. The scores will be averaged for a total air score and truncated to two decimal places.

Total Air Score = 10.0 (max) x 2 jumps = 20.0 (max) per run

**6203.1.3 Time**

The speed score shall be calculated according to JH 6204.4.

**6203.1.4 Total Score**

The average of the two air scores is added to the total of the counting turns/deductions scores to get the competitor's total Judges' score. The speed score shall be added to the total Judges' score to determine the competitor's complete Moguls 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 JH 6204.1 (Turns) and 6204.2 (Deductions). The three scores shall be added together.

Total Turns Score = 20.0 x 3 judges = max. 60.0 points

**6203.2.2 Air Judges**

Two Judges shall independently evaluate the competitor's aerial manoeuvre(s) based upon the criteria as stated in JH 6204.3. The scores will be averaged for a total air score and truncated to two decimal places.

Total Air Score = 10.0 (max) x 2 jumps = 20.0 (max).

**6203.2.3 Time**

The speed score shall be calculated according to JH 6204.4.

**6203.2.4 Total Score**

The average of the two air scores is added to the total of the three turn/deduction scores to get the competitor's total Judges' score. The speed score shall be added to the total Judges' score to determine the competitor's complete Mogul score.

**6204 Judging Criteria****6204.1 Turns (60% of the Score) Min. = 0.1 / Max. = 20.0**

Turns, in terms of judging criteria, refers to a technical evaluation of how well a competitor turns through the moguls. They 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 crossing the start line until crossing the finish line.

***Technical considerations***

Priorities to evaluate mogul skiing and to develop a 'Turn Base Score' are as follows:

- Carving (50%)
- Absorption/Extension (25%)
- Upper Body (25%)

\*Fall line: Judging Fall line see JH 6204.2

Full control must be gained after every jump, resulting in controlled turns. It is important to register the direction of the landing. Air is scored until return to control; turns begin scoring when the initial landing direction has been changed, so the changeover between the scoring of airs and turns judges is when the skis change their initial direction into a turn.

**6204.1.1 Fall Line**

Skiing in the fall line is considered the shortest way from the Start to the Finish. To avoid deductions for fall line deviations, the competitor must stay in the selected fall line out of the start gate. Competitors will receive score deductions for fall line deviations as noted in JH 6204.2 including drifting in

Air manoeuvres. Landing on the center of the mogul is a deviation from the fall line.

**6204.1.2 Carving****6204.1.2.1 General**

A pure carved turn is one in which the tail of the ski follows precisely the track made by the ski tip. The upper ski is edged inward at the entrance to the turn, with the competitor's weight placed well forward on that ski. This manoeuvre flexes the ski into a curve whose radius is determined by the angulation of the ski, by its side cut and by the size of the bending moment acting on the ski. The other ski needs to move in the same fashion to produce a similar curve with the weight on its outer edge. Reverse camber of the ski (flex) can also be increased by flexion of the edged ski tip into the face of the mogul or rut.

As shown in the figure below, in a purely carved turn there is no skidding/lateral sliding, and the only snow resistance present is the very small gliding friction between ski base, edge and snow. As a result of this minimal level of friction between ski and snow, the speed reduction of the competitor is optimized and fully under the control of the competitor.

Turn radius should reflect the deflection required in relation to the gradient of the slope. Excessive deflection across the hill impacting the face of a mogul is a form break as it results in excessive braking and poor ski line. Turn shape and deflection should vary according to the spacing between the moguls.

**6204.1.2.2 Body Position for Carved Turns**

- A properly carved ski requires less effort to work, and gives higher levels of control and stability.
- The turn is initiated with pressure as the knees and ankles/feet roll the skis onto edge and extension begins.
- At the middle of the turn (when the ski is edged and the tip is pointing down the fall-line) the ski tips contact the face of the mogul.
- Absorption is used to maintain balance and control pressure in the skis and should match the shape and size of mogul to optimize snow to ski contact.
- Rotations in the upper legs are minimal, feet remain under the body (shoulders and hips) in both fore-and-aft and lateral planes, and knees remain flexed.
- Legs should be together.
- Breaks in balance and separations in position are inefficient turns.
- Angulation of the lower leg controls the radius of the turn. Timing of the initiation dictates how deep the feet go into the rut.
- Movements should be symmetrical and equal side to side, specifically:
  - \* Timing and placement of pole plants (double pole plant is a deduction)
  - \* Arm movements (little movement is preferred but if there is movement it should be equal)
- Shape of turns: do the turns adjust to the gradient of the slope and the size and disposition of the moguls
- Position of the feet in relation to the body (do the feet move further outside the body's midpoint on one turn)



**6204.1.2.3 Illustrations / References**

Illustration of a purely carved turn

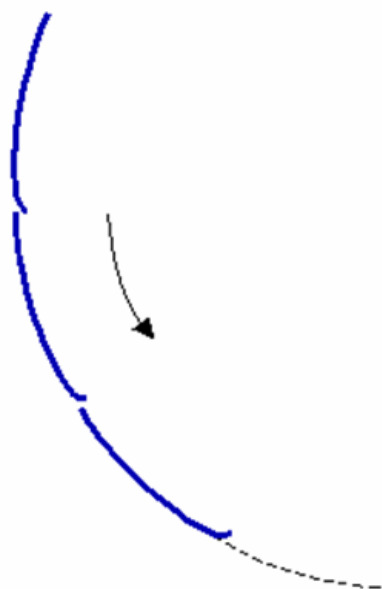
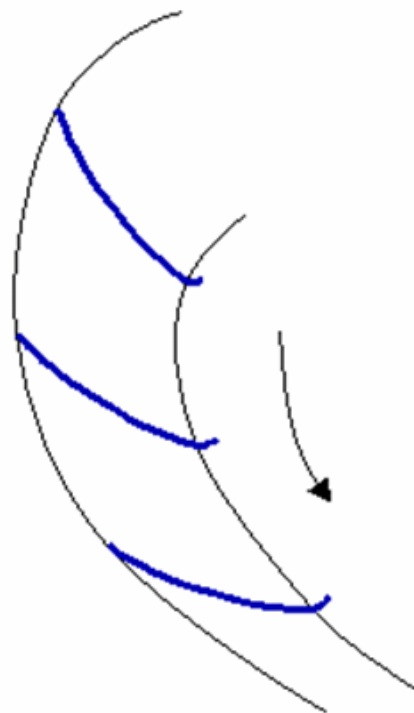


Illustration of a skidded turn by contrast; the figure below illustrates a turn that is executed while skidding or sliding laterally.



The path "swept" by the skis is the result of ploughing the base of the skis through the snow at the face of the mogul. This happens when the competitor turns the skis too sharply into the turn and the ski impacts the face of the mogul on the sidewall and base of the ski, as opposed to the tip of the ski on edge. A skidding ski pivots across the path of the turn.

However, in some cases, a degree of steering or skidding during initiation is unavoidable, but the key is to minimize snow resistance from skidding during the remainder of the turn. This is in order to maintain correct speed control and balance during an accurate carved turn.

**6204.1.3 Absorption and Extension**

The competitor should follow the shape of the mogul through absorption from 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 absorption and extension, absorbing as the competitor moves up and extending as the competitor moves down. Additionally, the competitor should aggressively utilize the moguls to assist initiation of turns, rather than waiting for the moguls.

**6204.1.4 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.

**6204.1.5 Mogul ranges**

Excellent	16.1 – 20.0
Good	12.1 – 16.0
Adequate	8.1 – 12.0
Managing	4.1 – 8.0
Poor	0.1 – 4.0

**6204.1.6 Mogul course**

At a course with 11 control gates including start and finish gate (each control gate counts 1/10 of the course)

**6204.2 Deductions of Turns Points**

The “Deductions” category is used for all errors

6.0	Any complete stop
4.1 – 5.9	Complete fall without stop or interruption/significant sliding down fall line or across hill to nearly a complete stop
2.9 – 4.0	Hard touchdown or front roll without stop or interruption/sliding significantly reducing downhill momentum
2.1 – 2.8	Medium touchdown without stop
0.1 – 2.0	Light touchdown without interruption, small stumbles, fall line deviations, speed check, double pole plant, shooting

**Definitions**

- Small stumbles,
- Fall line deviations                      refer to JH 6204.2.1
- Speed check
- Significant sliding                      Sections of course not skied. Skis are perpendicular to the fall line and are typically sliding with no carving action. (max 2.0 points per gate)
- Shooting                                      Sections of course not skied. Skis remain flat and track straight down the fall line. (max 2.0 points per gate)
- 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. Competitors lose control and ride the tails of their skis with no turns for 2 full control gates. Competitors may get partial deductions for turning minimally within a section vs making no turns at all in a section (“shooting”)
 

***Deduction= 4.0 (2.0 x control gates for shooting)***
2. Competitors lose their balance after a jump and do a back slap then immediately continue skiing with no fall line break.
 

***Deductions = 2.9 – 4.0***
3. Competitors have a complete fall and slide two control gates then come to a full stop, and then continue skiing.
 

***Deductions = (4.1 to 5.9 range) + 4.0 (2.0 x control gates for not skiing) +6.0***

**6204.2.1 Other deductions**

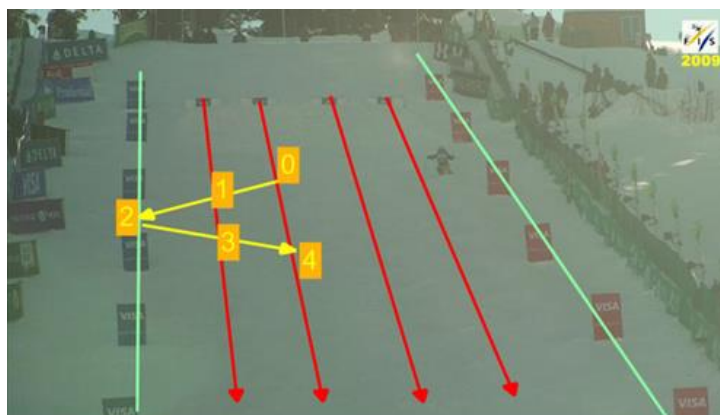
Deductions in turns points are for specific errors on the course.

Deductions will also be used for deviations from a fall line as noted below:

Fall line deviations (leaving the fall line) are based on the guidelines of a 1.6 deduction for any complete line deviation.

Other deductions may be taken for factors that caused the line deviation.

Fall line deviations may be more or less than a complete line change and will be scored accordingly. A competitor who returns to a fall line immediately



after deviating will NOT receive a deduction for a second line deviation. If the line deviation is more than one line, the competitor may return to either line without further deduction. In the image above, the competitor starts at position 0 and deviates to position 2 and would receive a deduction of 3.2 (1.6 x 2). The athlete may immediately return to position 3 or 4 without further deduction.

***Deductions = 1.2 + 3.2 + 4.0 = 8.4 → 1.2 for stumble + (2 x 1.6 =) 3.2 (for each complete line deviation) + 4.0 (2.0 x2 control gates for not skiing)***

**6204.3 Air (20% of the Score) Min. = 0.0 / Max. = 10.0 (per jump)**

The scoring of air is broken into two parts, Form and Difficulty. The manoeuvre will be evaluated for form out of 10.0 with a degree of difficulty multiplier, based on the manoeuvre(s) performed.

**6204.3.1 Jump groups**

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

1. Flips (somersault) Inverted flips include all jump somersaults. 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/360/720...). A straight rotation manoeuvre can also include up to three (3) position.
4. Off Axis (D-spin, Cork, Loop Full, Rodeo, Misty, Flat spin, Bio) Off Axis includes all traditional single and multiple off axis manoeuvres (360/720...)
5. Upright (Spread Eagle, Kosak, Zudnick, Daffy, Back Scratcher, 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 manoeuvres. Any more than 5 will not be counted.

\* Grab, Two jumps that would otherwise be treated as from the same category shall be permissible if one and not the other includes a grab.

**6204.3.2 Form**

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

First Quality (Take off, Form, Landing)

**NOTE:** Air in moguls will be judged until the competitor is in full control.

Second Air (Height and Distance)

Third Fluidity. (Speed check, etc.)

Fluidity is the ability of the competitor to maintain the rhythm of turns prior to the jump, including the initiation for take-off.

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
- 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 Motion criteria.

Maximum raw point allotment: 10.0 for form, with DD max. 10.0 / 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).

**6204.3.2.1 Axis**

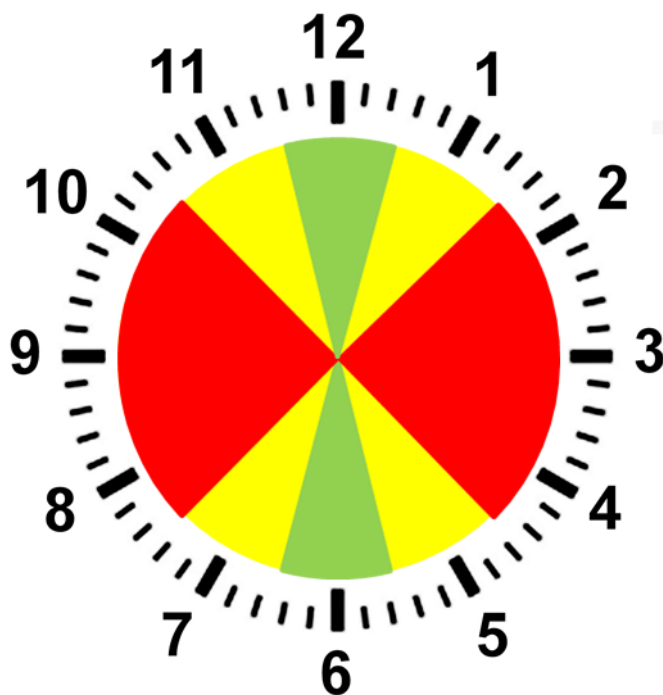
Axis will be evaluated as an element of Quality – how the jump was executed and performed. In order to achieve a maximum point value, the manoeuvre must be performed within the defined axis range (see 6204.3.2.2.1, 6204.3.2.2.2 & 6204.3.2.2.3). If the manoeuvre being attempted is not within the defined axis range, the score shall be reduced proportionate to the variation from the defined axis range as an element of quality (see 6204.3.3 POINT GUIDELINE CATEGORY).

e.g. if all other components of the jump are excellent the Jump will be scored at the highest end of the defined axis range category.

**6204.3.2.2 Determining Proper Axis**

Axis should always be assessed with relation to the position of the upper body or torso at the apex of the jump.

The legs and feet are not a clear indicator of axis as the lower torso can be manipulated into a position not related to the axis of the manoeuvre simply by bending at the knee. In order to manipulate the direction of the upper body, the athlete must hinge at the waist, altering the axis of the manoeuvre in the process.

**6204.3.2.2.1 Proper Axis for Upright and Non-Twisting Inverted Jumps****Score Guidelines****Green Zone**

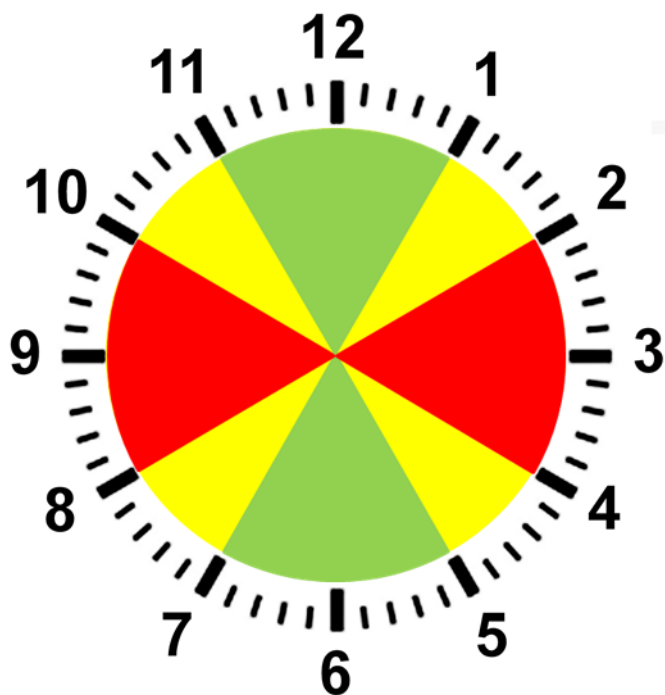
Jump may achieve maximum points – “excellent” category score.

**Yellow Zone**

Jump may achieve a maximum of a “good” category score (8.0).

**Red Zone**

Jump should receive a maximum of a “poor” category score.

**6204.3.2.2.2 Proper Axis for Inverted Twisting Jumps****Score Guidelines****Green Zone**

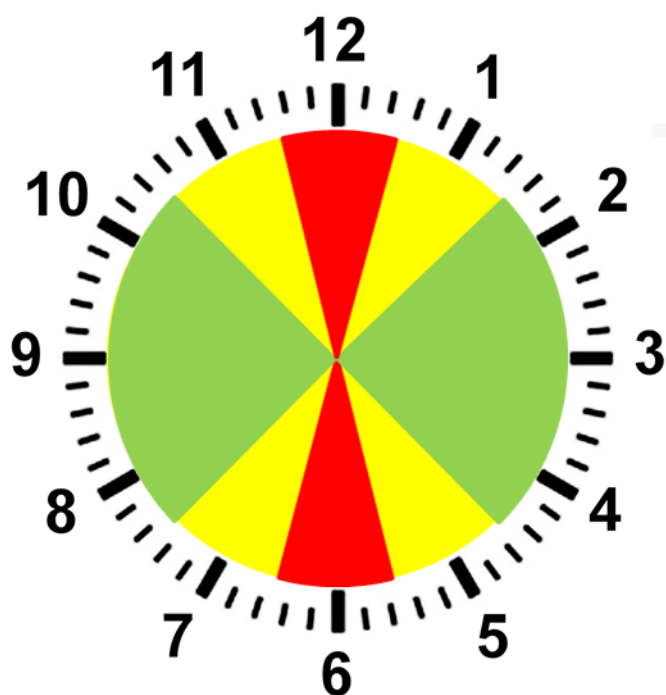
Jump may achieve maximum points – “excellent” category score.

**Yellow Zone**

Jump may achieve a maximum of a “good” category score (8.0).

**Red Zone**

Jump should receive a maximum of a “poor” category score.

**6204.3.2.2.3 Proper Axis for Off Axis Jumps****Score Guidelines****Green Zone**

Jump may achieve maximum points – “excellent” category score.

**Yellow Zone**

Jump may achieve a maximum of a “good” category score (8.0).

**Red Zone**

Jump should receive a maximum of a “poor” category score.

**6204.3.3 POINT GUIDELINE**

Excellent Jump	8.1 – 10.0
Good Jump	6.1 – 8.0
Average Jump	4.1 – 6.0
Poor Jump	2.1 – 4.0
Very Poor Jump	0.1 – 2.0

**6204.3.4 Full control**

Full control must be gained after every jump, resulting in controlled turns. It is important to register the direction in the landing. Air is scored until return to control; turns evaluation continues when the initial landing direction has been changed, so the changeover between judges occurs when the skis make their initial change of direction into a turn. If there is no change of direction after landing, turn judges shall evaluate the competitors' performance landing until the end of the run.

**6204.3.4.1 Falls after Jumps / Deep Landings**

- The jump is judged up to a controlled landing.
- If the landing is very poor or completely missed the jump score is affected. The jump may only receive a maximum score of 5.0.
- Falls and touchdowns also affect the turn score.

**6204.3.5 Difficulty**

Jumps will be identified by a specific code. This code will identify the basic jump group and additional modifiers that make up the difficulty formula.

The difficulty of the upright manoeuvre will be established in accordance with the Difficulty table, using a 'Base DD', enhanced by the values established for the jump components.

**6204.3.6 Jump Codes**

Moguls jump codes are created by adding individual codes together to form a jump. Each letter code represents a value and these values are added together to calculate the Degree of Difficulty (DD).

- The table of jump codes and Degree of Difficulty values is maintained and published on the FIS web site.

**6204.3.7 Jump Modifiers**

Jump modifiers, including position, Layout or grab, can be added to permitted jump groups to vary the style of the jump and increase the DD of those jumps.

The following codes can be added to the listed jump groups defined in 6204.3.1.

<b>Modifier</b>	<b>Code</b>
• Position	p (flips, loops, straight rotations, off-axis)
• Grab	G (flips, loops, straight rotations, off-axis)
• Layout position	L (flips only)

Up to a maximum of three positions OR one grab OR a layout position can be added to the permitted jumps. (e.g. bp, bpp, bppp, bG, bL, lG, 7op, 7oG, etc...).

*Note: Jump modifiers cannot be added to the uprights jump group.*

**6204.3.7.1 Positions**

A “p” shall be assigned to any permitted jump group where obvious and purposeful actions to create a position, or multiple positions are observed. All jumps in the off-axis category will also be assigned a “p” and will be judged accordingly (e.g. 3op, 7op, 10op, 14op).

The position should be assessed in relation to its impact on the performance of the overall jump.

If a position involves crossing the skis, a 90 degree symmetrical cross of the skis clearly displayed to the judges will be assessed as the most ideal display of this position.

**Specific Cases**

To achieve an excellent score for bp, fp, lp and 3p the position must be purposeful and clearly displayed to the judges in the ideal position described above, with all other elements of the jump assessed in the excellent range. The quality of the performance of the position in these jumps will have a greater impact on the overall assessment of these jumps than other allowed jumps.

In 7op, 10op, 14op, a position is required in the execution of the jump. The position will be assessed in relation to the overall performance of the jump. To achieve in the excellent range a position is required. To achieve in the high excellent range the ideal position should be displayed and all other elements of the jumps should be assessed in the excellent range.

In 7op, 10op, 14op with NO position, no greater than the Average category, maximum score of 6.0.

**6204.3.7.2 Grabs**

A “G” shall be assigned to any permitted jump group where any attempt by the athlete to grab the ski is deemed to be made.

Grabs performed must be identifiable as a Grab and require the athlete to be holding the ski with their hand. A successfully executed grab will be one where the ski is held, presented clearly to the judges, and the judges can see the athletes hand holding the ski.

An attempted grab, a completely obscured grab that is not clearly presented to the judges, a grab of the boot or binding, or a completely missed grab will be coded as a grab, but scored no greater than the Average category, maximum score of 6.0. In scoring an attempted grab, the quality of the overall jump and quality of the grab attempt will be assessed in determining the final score.

**Scoring Examples for Grabs:****Excellent Category:**

To score in the Excellent Category, the grab must be held, clearly presented to the judges and the remainder of the skill should be performed in way that would be judged in the Excellent Category.

**Maximum Good Category:**

If a grab can be seen as a grab but is held for a short duration or has limited visibility the maximum score for the jump as a whole will be in the Good Category, assuming the jump as a whole, was high quality. (8.0 or less)

**Maximum Average Category:**

A grab that is not presented clearly to the judges and cannot be verified by the observation of the hand holding the ski, a grab of the boot or binding, or a near miss with purposeful motion will be assessed with a maximum score in the Average Category (6.0 or less)

**Below Average Category or lower:**

A grab attempt that is clearly missed, possibly with the hand a long way from the ski or a flailing hand, affecting significantly the overall impression of the jump, or a jump of overall lower quality with a missed grab, will be assessed with a maximum score in the Below Average Category (4.0 or less)



**6204.3.8 Repeats**

Every competitor must perform two different jumps in order for two jumps to count. If a jump is repeated, only the first 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), rotation added (straight over jump vs full twisting), or a grab is added.

	<u><b>Can do</b></u>	<u><b>Can't do</b></u>
First Jump	back full bL	back full
Second Jump	front tuck bG	back half
<b>Loop:</b>	Allow only one (1) jump in this category unless a grab is added.	

	<u><b>Can do</b></u>	<u><b>Can't do</b></u>
First Jump	loop pike	loop pike
Second Jump	loop with grab	loop with position
<b>Off Axis:</b>	Allow the same jump if there is a different secondary axis of rotation by at least 360 degrees, or a grab is added.	

	<u><b>Can do</b></u>	<u><b>Can't do</b></u>
First Jump	7op 7op	7op
Second Jump	3op 7oG	7op
<b>Straight Rotations:</b>	If two (2) jumps are done from this category they must differ by 360 degrees or more, or grab is added.	

	<u><b>Can do</b></u>	<u><b>Can't do</b></u>
First Jump	360 360	720 with Grab (Mute)
Second Jump	720 360 with grab	720 with Grab (Tail)
<b>Upright :</b>	Must have a different number of moves (i.e. double spread, triple twister), or add a grab.	

	<u><b>Can do</b></u>	<u><b>Can't do</b></u>
First Jump	TST	T DTS
Second Jump	TS	S TTT

**6204.3.9 Exceptions and Notes:**

- 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. All Grabs are classified as the same manoeuvre : a 720 off axis with 2 grabs is a repeat of another 720 off axis with 2 different grabs.
- When positions are performed in flips, loops, or vertical or off axis rotational manoeuvres, the location of the position within the jump does not change the jump
- Two off-axis jumps are considered to be repeats unless there is a different secondary axis of rotations by at least 360 degrees.
- Positions with grabs or any attempt to grab are considered to be grabs for the purpose of this rule.

**6204.4 Speed (20% of the Score) Min. = 0.0 / Max. = 20.0**

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.

➔Refer to ICR 4206.3

**6204.5 Tie Breaking Moguls**

➔Refer to ICR 4207.3

**6300 DUAL MOGULS****6301 Definition**

The Dual Mogul competition shall consist of elimination rounds where pairs of competitors compete against each other. The winner of each round 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 manoeuvres and speed.

**6302 Pairings**

➔Refer to ICR 4312

**6303 Event Procedures**

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

The winners of each round move on to the next round until the final placing is determined. See JH 6304 for additional event procedures.

**6304 Judging Procedures****6304.1 Judging Criteria**

The judging criteria used in the dual mogul elimination format shall be the same as set forth in Rule JH 6204.1 "Turns" and Rule JH 6204.3 "Air". "Speed" is a score based on the competitors' time difference at the Finish line (see JH 6304.3.4 for classic DM and rule JH 6304.4.3 for Direct Comparison DM).

**6304.2 Judging Formats**

There are two judging formats, Classic Scoring JH 6304.3 and Direct Comparison Scoring JH 6304.4.

**6304.2.1 5 Judges Format**

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

	<b>Classic</b>	<b>Direct Comparison</b>
TURN	2 Judges	3 Judges
AIR	1 Judge	2 Judges
SPEED	1 Judge	Data system
OVERALL PERFORMANCE	1 Judge	

Judge	J1	J2	J3	J4	J5	Data
<b>Classic</b>	Turns	Turns	Air	Speed	Overall	
<b>Compare</b>	Turns	Turns	Turns	Air	Air	Speed

Speed is a score based on the competitors' time difference at the Finish line (see JH 6304.3.4 for Classic DM and rule JH 6304.4.3 for Direct Comparison DM).

### 6304.2.2 7 Judges Format

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

	<b>Classic</b>	<b>Direct Comparison</b>
TURNES	4 Judges	3 Judges
AIR	2 Judges	4 Judges
SPEED	1 Judge	Data system
	(Turns Tie Break)	

Judge	J1	J2	J3	J4	J5	J6	J7	Data
<b>Classic</b>	Turns	Turns	Turns	Turns	Air	Air	Speed*	
<b>Compare</b>	Turns	Turns	Turns	Air A	Air A	Air B	Air B	Speed

\* Speed is a score based on the competitors' time difference at the Finish line (see 6304.3.4 for Classic DM and 6304.4.3 for Direct Comparison DM). The Turns score delivered by the Speed Judge shall be used only for the purpose of tie breaking within the provisions of Tie-Breaking 7 Judges Dual Mogul Format (ICR 4307.2.2.2).

### 6304.3 Classic Scoring

6304.3.1 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 35 or 25 possible votes to be cast as follows:

<b>7 Judges</b>		<b>5 Judges</b>	
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, 1 vote Air, 1 vote Speed
Air #2:	5 votes		
Speed:	5 votes		
<b>Total:</b>	<b>35 votes</b>		<b>25 votes</b>

6304.3.2 If both competitors finish and are tied on Speed, each competitor shall be awarded half of the Speed votes, resulting in a score of 2.5-2.5 (7 Judges) or 3-3 (5 Judges).

- 6304.3.3 The winner of each match will be the competitor who received a simple majority  
The result will be written in the protocol and announced immediately.

**6304.3.4 Time Differential for Speed (Classic DM)**

After the time difference between the competitors has been calculated, votes will be awarded as follows:

- time difference less than or equal to 0.74 seconds: 3/2
- time difference between 0.75 and 1.49 seconds: 4/1
- time difference equal to or greater than 1.5 seconds: 5/0

**6304.3.5 Tie Breaking - Classic Scoring**

**6304.3.5.1 Tie Breaking 5 Judge Format**

No ties are possible in the 5 Judges Dual Mogul Format. If there is a tie in Speed, the 6 votes available for Speed are split evenly as per 6304.3.2, maintaining the total number of votes at 25. If there is a tie in Air (or neither competitor jumps), the 6 votes available for Air are not awarded, leaving the remaining number of votes at 19. If there is a tie for both speed and air, the total number of votes is still 19. In all cases, an odd number of votes means no tie is possible.

**6304.3.5.2 Tie Breaking 7 Judge Format**  
**→Refer to ICR 4307.2.2.2**

**6304.4 Direct Comparison Scoring**

Each competitor, on either the blue course or red course will get a final score from 0 to 100 points based upon each judge's determination of winning score, with Turns scores according to 6304.4.1, Air scores according to 6304.4.2 and the values provided by the speed points formula (6304.4.3).

The higher score wins.

Turns: maximum 50 points  
Air: maximum 25 points  
Speed: maximum 25 points  
Total: maximum 100 points

**6304.4.1 Turns (50% of the final score)**

**6304.4.1.1 3 Judges score Turns based upon either the 5 Judges or 7 Judges format.**

Each Judge provides a score from 0 to 20 points to each competitor. Scores will be whole numbers and tenths. Judges follow the Moguls criteria and use the range for scoring.

Each Turns Judge must first determine a winner for each pairing. There can be no ties: the competitors' scores must be different.

**6304.4.1.2 Turns Scoring Procedures**

The scoring procedure for each judge in each round has 3 steps:

Step 1: Determine a winner on the blue or red course.

Step 2: Give a score to the winner using the Range (JH 6304.4.1.3)

Step 3: Give a lower score to the other competitor based on a difference of the points when comparing the two competitors.

The three (3) Turns scores are averaged and then multiplied by 2.5 to get the total score out of 50 points for each competitor.

### **6304.4.1.3 Turns Range & Deduction Values**

#### **6304.4.1.3.1 Range for Scoring Turns:**

Excellent	16.1 – 20.0
Good	12.1 – 16.0
Average	8.1 – 12.0
Below average	4.1 – 8.0
Poor	0.1 – 4.0

#### **6304.4.1.3.2 Deduction Indications:**

Judges are not required to document and calculate on score card the various deductions that occur for each skier within a dual.

However, judges must take the various mistakes and deductions (as indicated in section 6204.2 & 6204.2.1) into consideration when determining a turn score for each competitor as indicated in step 2 & 3 of section 6304.4.1.2 listed above.

### **6304.4.2 Air (25% of the final score)**

Air scoring follows the same criteria as single Moguls competition. Air judges give a score to each independent jump from 0 to 10 points and a Dual Moguls Degree of Difficulties Table is used. Maximum score for Air for each competitor is 2 times 12.5 (for jump 1 and jump 2), giving up to 25 points.

#### **6304.4.2.1 Air Judges Scoring Procedures**

Depending on the 5 or 7 Judges format, the first group of Air judges scores independently the Blue Top / First Air and the Red Bottom / Second Air. A second group of Air Judges scores Red Top / First Air and Blue Bottom / Second Air.

#### **6304.4.2.2 Air Judges assignment: 5 Judges format**

J4 scores: Blue Top Air & Red Bottom Air

J5 scores: Red Top Air & Blue Bottom Air

#### **6304.4.2.3 Air Judges assignment: 7 Judges format**

J4 & J5 score: Blue Top Air & Red Bottom Air

J6 & J7 score: Red Top Air & Blue Bottom Air

#### **6304.4.2.4 Air Scoring System**

The score system is the same as the single Moguls format. (JH 6204.3)

Each jump is given a score of up to 10 points. The Degree of Difficulty Table (DD) for Dual Moguls is used. The Dual Moguls DD Table is maintained and published on the FIS web site. In principle, the Single Moguls format DDs are used with a multiplication of 1.25 to get each Jump scored up to 12.50 points from 10.00 points.

Each Air Judge shall enter the score for Jump 1 and the score for Jump 2 (0 to 10 points) and the jump code.

In the case of 7 Judges format, the average score of each panel (J4-J5 and J6-J7) will provide the score for each jump (0 to 10 points) before using the jump code.

**6304.4.3 Speed (25% of the final score)**

The Speed score is calculated based upon the difference in time between the runs and then converted into points. After the time difference between the competitors has been determined, Speed points for each competitor will be awarded as follows:

Faster competitor gets: 25 speed points

The slower competitor gets: 24.50 speed points minus 0.025 points for every hundredth (1/100) of second time difference, with a minimum score of zero.

Formula for slower competitor's score =  $24.50 - (\text{time difference in } 1/100\text{ths of a second} \times 0.025)$ , with all negative results converted to 0.00.

In case of a Speed tie, both competitors get 25 points.

**6304.4.4 Tie Breaking – Direct Comparison Scoring**

→ Refer to ICR 4309.2.3.2

**6305 Special Procedures: Dual Moguls****6305.1.1 Number of Aerial Manoeuvres**

All courses will be two jump courses for international competitions. The recommended number of aerial manoeuvres shall not restrict the competitor to the stated amount, but represents the number of aerial manoeuvres that will receive an evaluation.

**6305.1.2 Jumps evaluation for Classic Scoring**

Air Judges evaluate jumps based on the scoring criteria from single moguls (Quality, Air and Fluidity), 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 manoeuvres and different types of manoeuvres. A competitor who repeats (identically) the same manoeuvre during a run will receive a deduction of two (2) votes per Air Judge; A competitor who performs two different manoeuvres from the same scoring Category will receive a deduction of one (1) vote per Air Judge. Scoring category as defined in 6204.3.8 – single moguls repeat rule.

**6305.1.2.1 Degree of Difficulty evaluation for Classic Scoring**

As part of the evaluation of jumps in Duals, Air Judges must take into account the Degree of Difficulty of the jumps performed.

Possible Examples for factoring Degree of Difficulty into jump scoring:

- 1) Both athletes perform similar difficulty skills at a similar execution: Judge allocates score 3-2 to the better performer.
- 2) Both athletes perform both jumps at a similar execution, but 1 athlete performs one jump of a higher degree of difficulty: Judge allocates score 3-2 to the higher DD performer.
- 3) Both athletes perform both jumps at a similar execution, but 1 athlete performs both jumps at a higher degree of difficulty: Judge allocates score 4-1 to the higher DD performer.
- 4) One athlete performs both jumps at a good execution but low difficulty, the other athlete performs both jumps at a high degree of difficulty but slightly lower execution: Judge allocates score 3-2 to the higher difficulty performer depending on the difference in quality of execution.

- 5) One athlete performs both jumps at excellent execution but low difficulty, the other athlete performs both jumps at very low-quality execution but very high difficulty: Judge allocates score 3-2 to athlete with excellent execution.

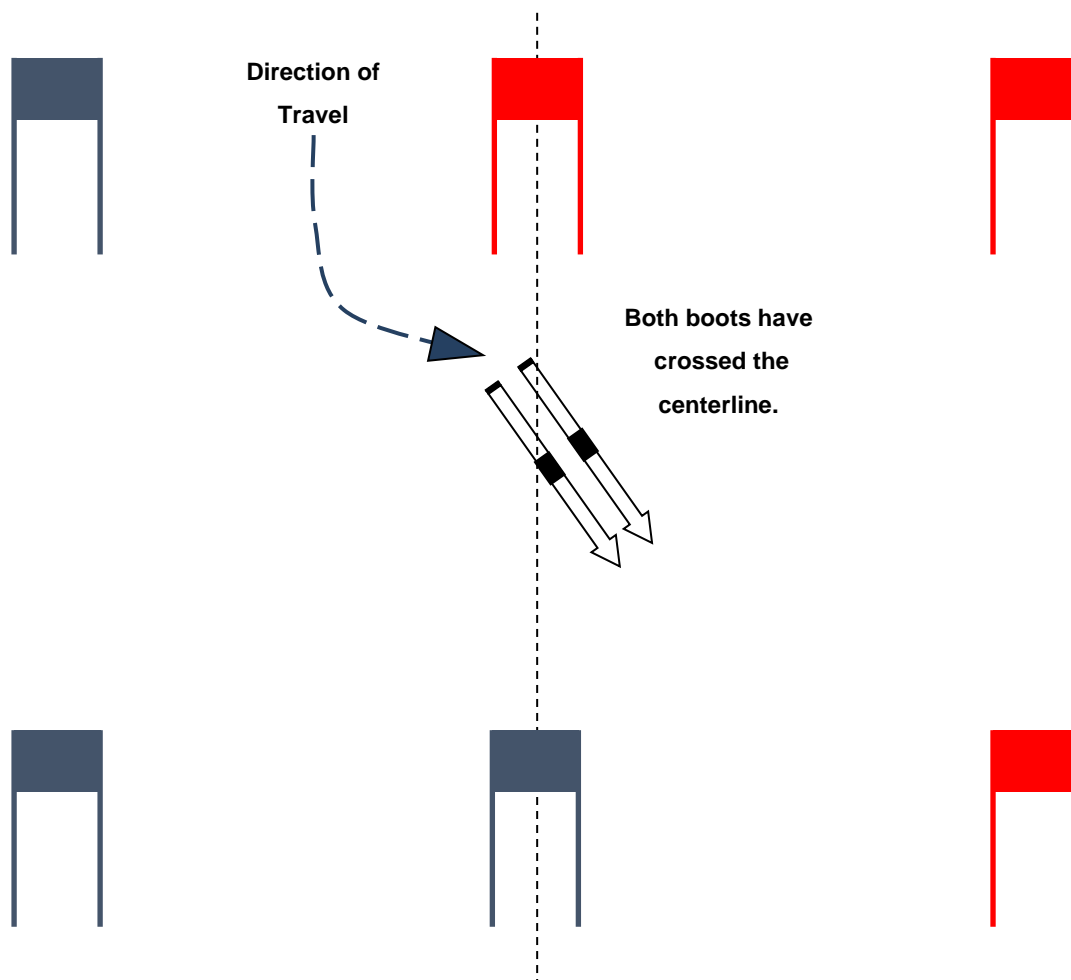
**6305.1.3****Jump evaluation for Direct Comparison Scoring**

If a jump is repeated, only the first scoring jump of two will count. (refer to 6204.3.8)

**Crossing the centre line (DNF)**

A competitor has crossed the centre of the dual mogul course when both feet have completely crossed over the centre line and into the opposing course

See diagram below:



**Appendix A:****General Description of Jump Definitions****1. Basic Jump Definitions**

<b>Centre of Balance</b>	Is located at the centre of mass, where the three axes intersect.
<b>Balance Point</b>	Is where the forces on the body are equal to the forces created by the dynamic body actions.
<b>Body Segments</b>	The body is divided into several sections; the upper body and lower body are two of the major segments.
<b>Vertical Axis</b>	Runs from the top of the body to the feet, through the balance point.
<b>Horizontal Axis</b>	Runs from side to side, through the balance point.
<b>Lateral Axis</b>	Runs from the front of the body to back of the body, through the balance point.
<b>Tilted</b>	One or more of the axes of rotation are less than 90 degrees to the direction of the rotation.
<b>Off Axis</b>	The rotation around the primary axis is tilted off of the axis.
<b>Direction of Travel</b>	The primary direction of travel is in the horizontal plane and through the balance point. There are lateral movements around the body segments during flexion and extension.
<b>Plane</b>	There are three planes which the body passes through during dynamic movement: the vertical plane, lateral plane and horizontal plane.
<b>Flexion</b>	decreasing the angle between the joint or body segments.
<b>Extension</b>	increasing the angle between the joint or body segments.
<b>Rotation</b>	increasing or decreasing the different angles between the body segments.
<b>Degrees of Rotation</b>	The number of rotations or part of rotations around an axis expressed in degree of rotation.
<b>Primary Axis</b>	the body actions to rotation on the first axis.
<b>Secondary Axis</b>	the body actions to rotation on an additional axis.
<b>Grabs</b>	With the body action of a flexion, a section or part of the ski is grabbed by the hand or hands.
<b>Holds</b>	With the body action of a flexion, a section or part of the ski or skis are grabbed by one or more hands and then held for a duration.



**2. Back Flip:** One complete rotation in the backwards direction around the horizontal axis.

**Back Tuck:** The take-off is initiated both upwards and backwards which starts a primary rotation on the horizontal axis. The upper and lower body then extends. There is a flexion at the waist between the upper body and lower body to the tuck position. The body rotates backwards a total of 360 Degrees, then the skiers extend and prepares for the landing.

**Back Layout:** The take-off is initiated both upwards and backwards which starts a primary rotation on the horizontal axis. The upper and the lower body extends. The body rotates backwards a total of 360 degrees, then the skier flexes and prepares for the landing.

**Pike:** A body action that starts from an extended position then there is a flexion at the waist, with legs being kept straight.

**Free Position:** Could also be called the 'puck' position which is in-between a layout and a tuck position, mainly seen in off axis rotations.

**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 laid out.

**Twisting:** Rotation around the primary and or the secondary axis. All twists (including multiple twists in one somersault) are performed in a layout position.

**Back Full:** The take-off is initiated both upwards and backwards which starts a primary rotation on the horizontal axis. An additional axis of rotation on the vertical axis is initiated with the rotation of the upper body. The upper and lower body then extends straight. There is a full extension at the waist between the upper body and lower body continues on both axes. The body rotates backwards a total of 360 degrees on the primary axis and rotates 360 degrees on the secondary axis, then the skiers extends and prepares for the landing.

**Double Full:** The take-off is initiated both upwards and backwards which starts a primary rotation on the horizontal axis. An additional rotation on the vertical axis is initiated with the rotation of the upper body. The upper and lower body then extends straight. There is a full extension at the waist between the upper body and lower body continues on both axes. The body rotates backwards a total of 360 degrees on the horizontal axis and 720 degrees on the vertical secondary axis, then the skiers extends and prepares for the landing.

3. **Front Flip:** One complete rotation in the forward direction around the horizontal axis.

**Front Tuck:** The takeoff is initiated both upwards and forwards which starts a primary rotation on the horizontal axis. The upper and lower body then flexes. There is a flexion at the waist between the upper body and lower body to the tuck position. The body rotates forwards a total of 360 degrees, then the skier extends and prepares for the landing.

4. **Side Flip:** One complete rotation, in the sideways direction around the lateral axis.

**Loop:** The takeoff is initiated both upwards and sideways which starts a primary rotation in the lateral axis. The upper and lower body then extends either straight on into the free position and rotates. The body rotates a total of 360 degrees, then the skier flexes and prepares for the landing.

**Loop Full:** The take-off is initiated both upwards and sideways which starts a primary rotation in the lateral axis. The upper then also starts to rotate on the secondary vertical axis, then extends into the free position. The body rotates a total of 360 degrees in the lateral axis and 360 degrees in the vertical axis. Then the skier flexes and prepares for the landing.

5. **360:** One complete rotation around the vertical axis with a straight body position.

**360:** The takeoff is initiated both upwards and vertically which starts a primary rotation in the vertical axis. The upper and lower body then fully extends straight and rotates. The body rotates a total of 360 degrees, then the skier flexes and prepares for the landing.

**720:** The takeoff is initiated both upwards and vertically which starts a primary rotation in the vertical axis. The upper and lower body then fully extends straight and rotates. The body rotates a total of 720 degrees then the skier flexes and prepares for the landing.

**1080:** The takeoff is initiated both upwards and vertically which starts a primary rotation in the vertical axis. The upper and lower body then extends and rotates. The body rotates a total of 1080 degrees the skier then flexes and prepares for the landing.

6. **3o:** The takeoff is initiated both upwards and tilted vertically which starts a primary rotation (off axis) in the vertical axis. The upper body leads and lower body then contracts and follows the rotate. The body rotates a total of 360 degrees, then the skier may extends and then flexes and prepares for the landing.

**7o (general):** The takeoff is initiated both vertically and upwards or vertically and downwards which starts a tilted primary rotation off of the vertical axis. The upper body rotates in the direction of travel and lower body follows. Then the body flexes into the free position and continues to rotate. The body rotates and rolls a total of 720 degrees. The skier then flexes and prepares for the landing.

**Cork7:** The takeoff is initiated both vertically, upwards and to the side which starts a tilted primary rotation off of the vertical axis. The upper body leads and lower body follows then flexes into the free position and continues to rotate. The body rotates and rolls a total of 720 degrees. The skier then flexes and prepares for the landing.

**Misty 7:** It starts with forward rotation on the horizontal/ diagonal axis (where the horizontal axis is primary axis and the vertical axis is secondary axis) there is a full twist and half completed. Look for the rotation so that the head goes down and under while the hips go over the horizon.

**Rodeo 7:** The takeoff is initiated both vertically, upwards and to the side which starts a tilted primary rotation off of the vertical axis to 180 degrees and moves into the free position (back is facing downhill). The upper body leads and lower body follows then continues to rotate 540 degrees. The skier then flexes and prepares for the landing.

## 7. Grabs:

GRABS ('G') shall be assigned to any grabs on ski(s).

**Safety:** The body in Puck Position, a hand come and holds the same side ski, just under the boot.

**Liu Kan:** It's a safety grab with the free leg straight. One hand holds the same side of the ski, just under the boot. At the same time the other leg is straight.

**Japan:** A hand goes from the back to take the opposite ski by its inside just behind the boot.

**Mute:** In a cross skis position, a hand takes the opposite ski near the front binding and pulls it up. At the same time the back of the skier is in an extended position.

**Tail:** In a cross skis position, a hand takes a ski behind the binding and pushes it to the external side.

**Truck Driver:** The body is in a Pike position with legs straight. Both hands pull the two ski tips with one tip in each hand. It's like the skier has a wheel in one's hands.

## 8. Upright Manoeuvres

**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.

**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.

**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.

**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.

**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.

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

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

**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.

**\*Multiple Manoeuvres:**

Any combination of the above manoeuvres. These must exhibit the full requirements of each of the individual manoeuvres 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 manoeuvre.

# 1. Mogul Basic Degree of Difficulty and Common Combinations

	<b>Jump</b>	<b>Code</b>	<b>DD. Men</b>	<b>DD. Women</b>
<b>Straight Jumps</b>				
	Single		0.40	0.50
	Double		0.53	0.63
	Triple		0.65	0.75
	Quad		0.76	0.86
	Quint		0.86	0.96
	Twister	<b>T</b>	-0.02	-0.02
	Spread	<b>S</b>	-0.02	-0.02
	Daffy	<b>D</b>	0.01	0.01
	Iron Cross	<b>X</b>	0.01	0.01
	Back Scratcher	<b>Y</b>	0.01	0.01
	Mule Kick	<b>M</b>	0.01	0.01
	Kosak	<b>K</b>	0.01	0.01
	Zudnick	<b>Z</b>	0	0
<b>Jump Multipliers</b>				
	Position (p)	<b>p</b>	0.03	0.03
	Grab (G)	<b>G</b>	0.14	0.14
<b>Rotational Jumps</b>				
	360	<b>3</b>	0.68	0.78
	360 Position	<b>3p</b>	0.71	0.81
	360 Grab	<b>3G</b>	0.82	0.92
	720	<b>7</b>	0.85	0.95
	720 Position	<b>7p</b>	0.88	0.98
	720 Grab	<b>7G</b>	1.01	1.11
	1080	<b>10</b>	1.02	1.12
	1080 Position	<b>10p</b>	1.05	1.15
	1080 Grab	<b>10G</b>	1.20	1.30
<b>Off Axis Jumps</b>				
	Off Axis 360/Flat 3	<b>3op</b>	0.71	0.81
	Off Axis 360/Flat 3 Grab	<b>3oG</b>	0.82	0.92
	Off Axis 720 Position	<b>7op</b>	0.88	0.98
	Off Axis 720 Grab	<b>7oG</b>	1.01	1.11
	Off Axis 1080 Position	<b>10op</b>	1.05	1.15
	Off Axis 1080 Grab	<b>10oG</b>	1.20	1.30
	Off Axis 1440 Position	<b>14op</b>	1.22	1.32
	Off Axis 1440 Grab	<b>14oG</b>	1.39	1.49

<b>Inverted Jumps</b>				
	Back Pike / Back Tuck	<b>bP / bT</b>	0.68	0.78
	Back Lay	<b>bL</b>	0.71	0.81
	Back Position	<b>bp</b>	0.71	0.81
	Back Grab	<b>bG</b>	0.82	0.92
	Back full	<b>bF</b>	0.88	0.98
	Back double Full	<b>bdF</b>	1.05	1.15
	Back triple full	<b>btF</b>	1.22	1.32
	Front Tuck / Front Pike	<b>fT / fP</b>	0.68	0.78
	Front position	<b>fp</b>	0.71	0.81
	Front Grab	<b>fG</b>	0.82	0.92
	Front Full	<b>fF</b>	0.88	0.98
<b>Loop Jumps</b>				
	Loop	<b>I</b>	0.68	0.78
	Loop position	<b>Ip</b>	0.71	0.81
	Loop Grab	<b>IG</b>	0.82	0.92
	Loop Full	<b>IF</b>	0.85	0.95
	Loop Position Full	<b>IpF</b>	0.88	0.98
	Loop Grab Full	<b>IGF</b>	1.01	1.11
<b>04.11.23 print date</b>				

Notes:

- For jumps with multiple rotations, every additional rotation beyond the base manoeuvre, a score of 0.17 will be applied.
- In jumps with multiple rotations, for every additional rotation beyond the base manoeuvre, an additional grab score of 0.02 will be applied for each additional full rotation.
- In jumps with full rotations in a back or a front, the layout position score of 0.03 will be applied.
- Additional upright manoeuvres score of 0.13, 0.12, 0.11, 0.10 will be applied.

04.11.2023

## Aerial Jump Code and Degree of Difficulty Chart

### 1. Jump Code with Degree of Difficulty

<i><b>Jump Description</b></i>	<i><b>Jump Code</b></i>	<i><b>DD Men</b></i>	<i><b>DD Women</b></i>
Back Lay	bL	2.050	2.050
Back Full	bF	2.300	2.300
Back Lay-Tuck	bLT	2.600	2.600
Back Lay-Lay	bLL	2.650	2.650
Back Full-Tuck	bFT	2.850	2.850
Back Lay-Full	bLF	2.900	2.900
Back Full-Full	bFF	3.150	3.150
Back Lay-Tuck-Tuck	bLTT	3.200	3.392
Back Double Full-Tuck	bdFT	3.225	3.225
Back Lay-Double Full	bLdF	3.275	3.275
Back Lay-Full-Tuck	bLFT	3.500	3.710
Back Lay-Pike-Full	bLPF	3.500	3.710
Back Lay-Tuck-Full	bLTF	3.500	3.710
Back Double Full-Full	bdFF	3.525	3.525
Back Full-Double Full	bFdF	3.525	3.525
Back Full-Tuck-Full	bFTF	3.750	3.975
Back Lay-Full-Full	bLFF	3.800	4.028
Back Double Full-Double Full	bdFdF	3.900	3.900
Back Full-Full-Full	bFFF	4.050	4.293
Back Lay-Double Full-Full	bLdFF	4.175	4.425
Back Lay-Full-Double Full	bLFdF	4.275	4.531
Back Full-Double Full-Full	bFdFF	4.425	4.690
Back Double Full-Full-Full	bdFFF	4.525	4.796
Back Full-Full-Double Full	bFFdF	4.525	4.796
Back Lay-Triple Full-Full	bLtFF	4.650	4.929
Back Full-Triple Full-Full	bFtFF	4.900	5.194
Back Full-double Full-Double Full	bFdFdF	4.900	5.194
Back Double Full-Full-Double Full	bdFFdF	5.000	5.300
Back Double Full-Double Full-Full	bdFdFF	4.900	5.194

# Mogul Calculations and Jump Codes

Rev 1.01 - 7th December 2003

Prepared by Ian Pidgeon – FIS Data Service Freestyle

## Scoring Calculations

### Scoring Formulas for 7 judge system

- Turns = J1+J2+J3+J4+J5 – High Judge – Low Judge
- Air Judge Score =  $(\text{INT}(\text{Jump1\_DD} * \text{Jump1\_Form} * 100)/100) + (\text{INT}(\text{Jump2\_DD} * \text{Jump2\_Form} * 100)/100)$
- Air =  $\text{INT}((J6+J7)/2 * 100) / 100$
- Time Points =  $\text{MAX}(\text{MIN}(\text{INT}((13.625 - (8 * \text{Competitor Time})/\text{Pace Time}) * 100)/100, 7.5), 0)$
- Score = Turns + Air + Time Points

### Scoring Formulas for 5 judge system

- Turns = J1+J2+J3
- Air Judge Score =  $(\text{INT}(\text{Jump1\_DD} * \text{Jump1\_Form} * 100)/100) + (\text{INT}(\text{Jump2\_DD} * \text{Jump2\_Form} * 100)/100)$
- Air =  $\text{INT}((J4+J5)/2 * 100) / 100$
- Time Points =  $\text{MAX}(\text{MIN}(\text{INT}((13.625 - (8 * \text{Competitor Time})/\text{Pace Time}) * 100)/100, 7.5), 0)$
- Score = Turns + Air + Time Points

### Scoring Formulas for 3 judge system

- Turns = J1+J2+ ((J1+J2)/2)
- Air Judge Score =  $(\text{INT}(\text{Jump1\_DD} * \text{Jump1\_Form} * 100)/100) + (\text{INT}(\text{Jump2\_DD} * \text{Jump2\_Form} * 100)/100)$
- Air = J3
- Time Points =  $\text{MAX}(\text{MIN}(\text{INT}((13.625 - (8 * \text{Competitor Time})/\text{Pace Time}) * 100)/100, 7.5), 0)$
- Score = Turns + Air + Time Points

### Explanation of Functions:

- INT = Integer Function: Returns the integer portion of a number
- MAX = Maximum Function: Returns the maximum value in the expression
- MIN = Minimum Function: Returns the minimum value in the expression

## Jump Codes and Values

Moguls jump codes are created by adding individual codes together to form a jump. Each letter code represents a value and these values are added together to calculate the Degree of Difficulty (D.D.).

There are three distinct categories of jumps. Inverted, Upright and Rotations

Inverted codes always begin with a lower case letter (see below), upright codes always begin with an uppercase letter and rotations begin with a number. In general, codes from different categories of jump cannot be mixed unless specified in the explanations to follow.

### Switch Takeoff and Landing

A competitor can take off and/or land in either direction (i.e. forwards or backwards). If a takeoff or landing is backwards it is known as *switch*. Switch takeoff or landing is notated using the minus sign “-” at the beginning of the jump code for a switch takeoff and/or at the end for a switch landing.

The switch “-” modifier has a value of 0.04 each time it is used. So if a competitor performs a jump with a switch takeoff and landing there would be a “-” at the beginning and end of the jump code and you would add a value of 0.08 to the manoeuvre.


### Inverted


Inverted Jumps include all jumps somersault and loop jumps. Only Single inverted jumps are allowed. A double or triple will receive an immediate DSQ (disqualification).


Inverted manoeuvres are all performed in some kind of position (Layout, Tuck or Pike/Puck). They may include twists: (Half, Full, Rudy etc) and can have position modifiers like additional positions or grab(s). They can also include switch takeoffs and landings.




	Carving 50%				Abs / Ext 25%				Upper Body 25%				Total		
	Low	Mid	Hi		Low	Mid	Hi		Low	Mid	Hi		Low	Mid	Hi
Excellent	8,1	9,1	10		4,1	4,5	5		4,1	4,5	5		16,1	18,1	20
Good		7,1	8		3,1	3,5	4		3,1	3,5	4		12,1	14,1	16
Adequate	4,1	5,1	6		2,1	2,5	3		2,1	2,5	3		8,1	10,1	12
Managing	2,1	3,1	4		1,1	1,5	2		1,1	1,5	2		4,1	6,1	8
Poor	0	1	2		0	0,5	1		0	0,5	1		0,1	2,1	4

Bib#	Name	M	W	Qual	Final			1	
					1	2	3		
<div></div>		CA 50%	Abs 25%	UB 25%	Turn Evaluation – MOGULS			Base Score	
					Excellent 16.1 - 20.0				
					Good 12.1 - 16.0				
					Adequate 8.1 - 12.0				
					Managing 4.1 - 8.0				
		Time			Poor 0.1 - 4.0				
		Deduction							
		0.1 - 2.0 Ltouch, S Stum, Fall Line Dev, SpChk, D PolePlant, Shooting							
		2.1 - 2.8 Medium Touch, No Stop							
		2.9 - 4.0 Hardtouch, SigSliding, Front Roll No Stop							
		4.1 - 5.9 Complete Fall Without Stop, Slide To Near Stop							
		6.0 Any complete stop			Total Score				
	5 or 7 Judges Format revised 9/2024 (DRAFT)								

Bib#	Name	M	W	Qual	Final			1	
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<div></div>		CA 50%	Abs 25%	UB 25%	Turn Evaluation – MOGULS			Base Score	
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		Time			Poor 0.1 - 4.0				
		Deduction							
		0.1 - 2.0 Ltouch, S Stum, Fall Line Dev, SpChk, D PolePlant, Shooting							
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		4.1 - 5.9 Complete Fall Without Stop, Slide To Near Stop							
		6.0 Any complete stop			Total Score				
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		4.1 - 5.9 Complete Fall Without Stop, Slide To Near Stop							
		6.0 Any complete stop			Total Score				
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		4.1 - 5.9 Complete Fall Without Stop, Slide To Near Stop							
		6.0 Any complete stop			Total Score				
	5 or 7 Judges Format revised 9/2024 (DRAFT)								


Bib#	Name	M	W	Qual	Final			2
					1	2	3	
		CA 50%	Abs 25%	UB 25%	Turn Evaluation – MOGULS		Base Score	
					Excellent	16.1 - 20.0		
					Good	12.1 - 16.0		
					Adequate	8.1 - 12.0		
					Managing	4.1 - 8.0		
					Poor	0.1 - 4.0		
		Time						
		Deduction						
		0.1 - 2.0 Ltouched, S S t u m , Fall Line Dev, Sp Qk, D PolePlant, Shooting						
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		6.0 Any complete stop				Total Score		
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					1	2	3	
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					Poor	0.1 - 4.0		
		Time						
		Deduction						
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		Deduction						
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		Time								
		Deduction								
		0.1 - 2.0 L touched, S S t u m , Fall Line Dev, Sp Chk, D PolePlant, Shooting								
		2.1 - 2.8 Medium Touch, No Stop								
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		4.1 - 5.9 Complete Fall Without Stop, Slide To Near S top								
		6.0 Any complete stop							Total Score	
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Bib#	Name	M	W	Qual	Final			3		
					1	2	3			
<div></div>		CA 50%	Abs 25%	UB 25%	Turn Evaluation – MOGULS			Base Score		
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		Time								
		Deduction								
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					1	2	3			
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		Time								
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		6.0 Any complete stop							Total Score	
		5 or 7 Judges Format revised 9/2024 (DRAFT)								


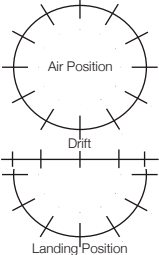
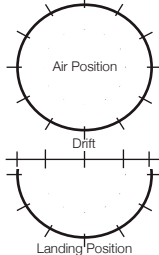


Bib#	Name	M	W	Qual	Final			5		
					1	2	3			
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					Excellent	16.1 - 20.0				
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5 or 7 Judges Format revised 9/2024 (DRAFT)										


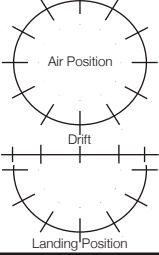
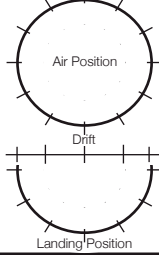
Bib#	Name	M	W	Qual	Final			5		
					1	2	3			
<div></div>		CA 50%	Abs 25%	UB 25%	Turn Evaluation – MOGULS			Base Score		
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		6.0 Any complete stop					Total Score			
5 or 7 Judges Format revised 9/2024 (DRAFT)										

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					1	2	3			
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5 or 7 Judges Format revised 9/2024 (DRAFT)										


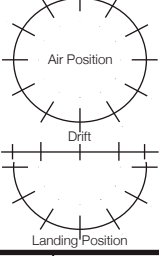
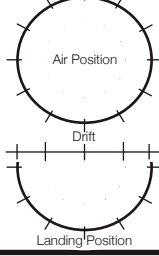
Bib#	Name	M	W	Qual	Final			5		
					1	2	3			
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		6.0 Any complete stop					Total Score			
5 or 7 Judges Format revised 9/2024 (DRAFT)										

Bib#	Name						M	W	Qual	Final			4	
									1	2	3			
Very Poor Jump			Poor Jump			Average Jump			Good Jump			Excellent Jump		
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		Jump 1				Jump 2				Jump 1		Score 1		
		Jump 2		Score 2										
Very Poor Jump			Poor Jump			Average Jump			Good Jump			Excellent Jump		
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


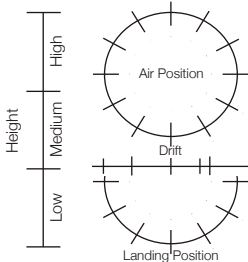
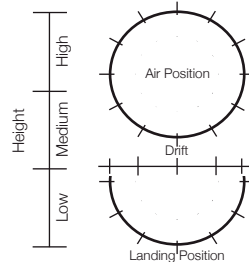
5 Judges Format revised 08/19

Bib#	Name						M	W	Qual	Final			4	
									1	2	3			
Very Poor Jump			Poor Jump			Average Jump			Good Jump			Excellent Jump		
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		Jump 1				Jump 2				Jump 1		Score 1		
		Jump 2		Score 2										
Very Poor Jump			Poor Jump			Average Jump			Good Jump			Excellent Jump		
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


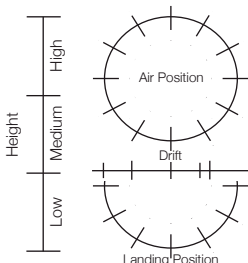
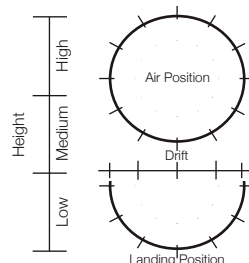
5 Judges Format revised 08/19

Bib#	Name						M	W	Qual	Final			4	
									1	2	3			
Very Poor Jump			Poor Jump			Average Jump			Good Jump			Excellent Jump		
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		Jump 1				Jump 2				Jump 1		Score 1		
		Jump 2		Score 2										
Very Poor Jump			Poor Jump			Average Jump			Good Jump			Excellent Jump		
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


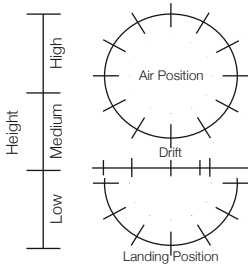
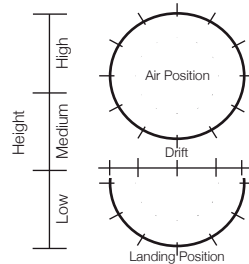
5 Judges Format revised 08/19

Bib#	Name	M	W	Qual	Final			5						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		<b>Jump 1</b> 		<b>Jump 2</b> 		<b>Jump 1</b> <b>Score 1</b> <div></div>		<b>Jump 2</b> <b>Score 2</b> <div></div>						
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0

5 Judges Format revised 08/19


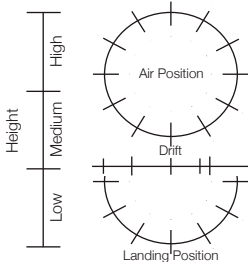
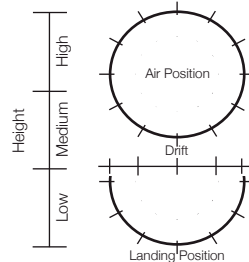
Bib#	Name	M	W	Qual	Final			5						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		<b>Jump 1</b> 		<b>Jump 2</b> 		<b>Jump 1</b> <b>Score 1</b> <div></div>		<b>Jump 2</b> <b>Score 2</b> <div></div>						
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0

5 Judges Format revised 08/19


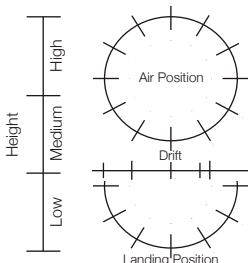
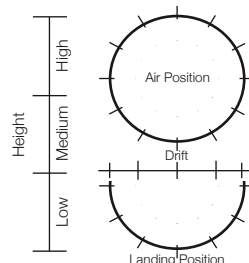
Bib#	Name	M	W	Qual	Final			5						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		<b>Jump 1</b> 		<b>Jump 2</b> 		<b>Jump 1</b> <b>Score 1</b> <div></div>		<b>Jump 2</b> <b>Score 2</b> <div></div>						
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0

5 Judges Format revised 08/19


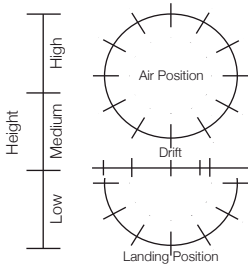
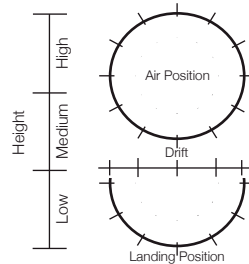


Bib#	Name	M	W	Qual	Final			6						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		<b>Jump 1</b> 		<b>Jump 2</b> 		<b>Jump 1</b> <b>Score 1</b> <div></div>		<b>Jump 2</b> <b>Score 2</b> <div></div>						
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


7 Judges Format revised 08/19

Bib#	Name	M	W	Qual	Final			6						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		<b>Jump 1</b> 		<b>Jump 2</b> 		<b>Jump 1</b> <b>Score 1</b> <div></div>		<b>Jump 2</b> <b>Score 2</b> <div></div>						
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


7 Judges Format revised 08/19

Bib#	Name	M	W	Qual	Final			6						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 		<b>Jump 1</b> 		<b>Jump 2</b> 		<b>Jump 1</b> <b>Score 1</b> <div></div>		<b>Jump 2</b> <b>Score 2</b> <div></div>						
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


7 Judges Format revised 08/19

Bib#	Name	M	W	Qual	Final			7						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 	Jump 1		Jump 2		Jump 1		Score 1							
	Jump 2		Score 2											
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


7 Judges Format revised 08/19


Bib#	Name	M	W	Qual	Final			7						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 	Jump 1		Jump 2		Jump 1		Score 1							
	Jump 2		Score 2											
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


7 Judges Format revised 08/19


Bib#	Name	M	W	Qual	Final			7						
					1	2	3							
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0
<b>Quality</b> • Athleticism displayed • Control • Balance • Landing continuity of motion  <b>Air</b> (Height and Distance)  <b>Fluidity</b> 	Jump 1		Jump 2		Jump 1		Score 1							
	Jump 2		Score 2											
Very Poor Jump		Poor Jump		Average Jump		Good Jump		Excellent Jump						
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0


7 Judges Format revised 08/19

Bib#		Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3	Judge 1			
Technical Take-Off - max 1.0																Air			
						Average				Bad									
1.0		0.9		0.8		0.7		0.6		0.5		0.4		0.3			0.2		0.1
Height and Distance - max 1.0																			
						Average				Bad									
1.0		0.9		0.8		0.7		0.6		0.5		0.4		0.3			0.2		0.1
Form - max score 5.0																			
- Timing				- Form Breaks				Comments											
				Form Break per flip															
					Min.	Med.	Maj.												
Single				0.1 - 1.2		1.3 - 2.5		2.6 - 5.0											
Double				0.1 - 0.6		0.7 - 1.2		1.3 - 2.5											
Triple				0.1 - 0.4		0.5 - 0.8		0.9 - 1.7											
Landing - max 3.0																			
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis												
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0												
														Total Score					
5 Judges Format revised 8/19																			


Bib#	Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3		Judge	1
Technical Take-Off - max 1.0																	Air
					Average					Bad							
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3		0.2	0.1							
Height and Distance - max 1.0																	
					Average					Bad							
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3		0.2	0.1							
Form - max score 5.0																	
- Timing				- Form Breaks				Comments									
				Form Break per flip													
					Min.	Med.	Maj.										
Single				0.1 - 1.2	1.3 - 2.5	2.6 - 5.0											
Double				0.1 - 0.6	0.7 - 1.2	1.3 - 2.5											
Triple				0.1 - 0.4	0.5 - 0.8	0.9 - 1.7											
Landing - max 3.0																	
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis										
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0										
<div></div>															Total Score		
5 Judges Format revised 8/19																	


Bib#	Name	Jump				W	M	Fore	Q1	Q2	F1	F2	F3		Judge	2		
Technical Take-Off - max 1.0																Air		
		Average				Bad												
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Height and Distance - max 1.0						Bad												
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Form - max score 5.0																Form		
- Timing		- Form Breaks				Comments												
		Form Break per flip																
			Min.	Med.	Maj.													
		Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0													
		Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5													
		Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7													
Landing - max 3.0																	Landing	
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis											
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0											
5 Judges Format revised 8/19																Total Score		

Bib#	Name	Jump				W	M	Fore	Q1	Q2	F1	F2	F3		Judge	2		
Technical Take-Off - max 1.0																Air		
		Average				Bad												
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Height and Distance - max 1.0						Bad												
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Form - max score 5.0																Form		
- Timing		- Form Breaks				Comments												
		Form Break per flip																
			Min.	Med.	Maj.													
		Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0													
		Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5													
		Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7													
Landing - max 3.0																	Landing	
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis											
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0											
5 Judges Format revised 8/19																Total Score		

Bib#	Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3		Judge	3		
Technical Take-Off - max 1.0																	Air		
				Average			Bad												
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1										
Height and Distance - max 1.0																			
				Average			Bad												
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1										
Form - max score 5.0																			
- Timing			- Form Breaks				Comments												
			Form Break per flip																
				Min.	Med.	Maj.													
			Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0													
			Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5													
			Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7													
Landing - max 3.0																			
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis											Landing	
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0												
																	Total Score		
5 Judges Format revised 8/19																			

Bib#	Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3		Judge	3
Technical Take-Off - max 1.0																	Air
				Average				Bad									
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1								
				Average				Bad									
Height and Distance - max 1.0																	Form
				Average				Bad									
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1								
				Average				Bad									
Form - max score 5.0																	Landing
- Timing			- Form Breaks				Comments										
			Form Break per flip														
Landing - max 3.0																	
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis										
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0										
<div><div>5 Judges Format revised 8/19</div><div><div>FIS</div></div></div>															Total Score		

Bib#	Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3		Judge 4			
Technical Take-Off - max 1.0																	Air		
				Average				Bad											
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1										
Height and Distance - max 1.0																			
				Average				Bad											
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1										
Form - max score 5.0																		Form	
- Timing			- Form Breaks				Comments												
			Form Break per flip																
				Min.	Med.	Maj.													
			Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0													
			Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5													
			Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7													
Landing - max 3.0																			
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis										Landing		
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0												
5 Judges Format revised 8/19																	Total Score		


Bib#	Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3		Judge 4			
Technical Take-Off - max 1.0																	Air		
				Average				Bad											
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1										
Height and Distance - max 1.0																			
				Average				Bad											
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1										
Form - max score 5.0																		Form	
- Timing			- Form Breaks				Comments												
			Form Break per flip																
				Min.	Med.	Maj.													
			Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0													
			Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5													
			Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7													
Landing - max 3.0																			
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis										Landing		
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0												
5 Judges Format revised 8/19																	Total Score		










Bib#	Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3		Judge 5		
Technical Take-Off - max 1.0					Average				Bad							Air		
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Height and Distance - max 1.0					Average				Bad									
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Form - max score 5.0					- Form Breaks				Comments						Form			
- Timing				Form Break per flip														
					Min.	Med.	Maj.											
				Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0											
				Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5											
				Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7											
Landing - max 3.0																Landing		
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis											
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0											
5 Judges Format revised 8/19																Total Score		

Bib#	Name				Jump		W	M	Fore	Q1	Q2	F1	F2	F3		Judge 5		
Technical Take-Off - max 1.0					Average				Bad							Air		
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Height and Distance - max 1.0					Average				Bad									
1.0	0.9	0.8	0.7	0.6	0.5	0.4	0.3	0.2	0.1									
Form - max score 5.0					- Form Breaks				Comments						Form			
- Timing				Form Break per flip														
					Min.	Med.	Maj.											
				Single	0.1 - 1.2	1.3 - 2.5	2.6 - 5.0											
				Double	0.1 - 0.6	0.7 - 1.2	1.3 - 2.5											
				Triple	0.1 - 0.4	0.5 - 0.8	0.9 - 1.7											
Landing - max 3.0																Landing		
Excellent landing	Good balance with little compression	No touch of hand(s); LIGHT imbalance or Hard compression on landing or ski away	No body contact but hand(s) dragging; Hard compression with / or MODERATE imbalance	Light back slap; severe turn to 45 degrees or more to landing hill; Turn around on landing hill with no fall or touch; SEVERE imbalance	Landing with immediate body contact; Hard back slap or punch front with snow contact back to skis; Severe over or under rotation	Minimal weight on skis; sliding on back or side no return to skies; Immediate crash	No weight on skis											
3.0	2.6 - 2.9	2.1 - 2.5	1.6 - 2.0	1.1 - 1.5	0.6 - 1.0	0.1 - 0.5	0.0											
5 Judges Format revised 8/19																Total Score		

## Implementation of 60-20-20 judging system

*" The FIS Freestyle Skiing Committee decided to change the Moguls scoring to 60-20-20 and implemented starting in season 2014-2015 "*

### Moguls is judges out of 100 points

#### Turns:

- 5 judges
- Drop the lowest and highest score
- Maximum point by judge is 20 points
- Maximum total for turns is 60 points

#### Airs:

- 2 judges
- New DD
- Maximum total point for air is 20 points

#### Speed:

- Speed point formula:  $48 - (32 \times \text{competitor time} / \text{pace set time})$
- Maximum total point for speed is 20 points

## Implementation of 60-20-20 judging system

*" The FIS Freestyle Skiing Committee decided to change the Moguls scoring to 60-20-20 and implemented starting in season 2014-2015 "*

### Turn Scorecard

Bib#	Name						M	L	Qual	Final	1	2	1
							CA	Abs	UB	Turn Evaluation - MOGULS			
										Excellent	18.1 - 20.0		
										Very Good	16.1 - 18.0		
										Good	14.1 - 16.0		
										Above Average	12.1 - 14.0		
										Competent	10.1 - 12.0		
										Below Average	8.1 - 10.0		
							Time			Poor	4.1 - 8.0		
										Very Poor	0.1 - 4.0		
							Deduction						
							0.1 - 2.0	L. touchdown, s. stumble, fall line dev., sp check, double pole plant					
							2.1 - 2.8	Medium touch, no stop					
							2.9 - 4.0	Hard touch, Sig. Sliding, front roll no stop					
							4.1 - 5.9	Compl. fall without, Slide to near stop					
							6.0	Any complete stop					
											Total Score		



# Implementation of 60-20-20 judging system

*" The FIS Freestyle Skiing Committee decided to change the Moguls scoring to 60-20-20 and implemented starting in season 2014-2015 "*

## Air Scorecard

Bib#	Name					M	L	Qual	Final			5				
								1	2	3						
Very poor jump					Poor jump		Average jump		Good jump		Excellent jump					
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0		
Jump 1					Jump 2					Jump 1		Score 1				
<b>Quality</b> • athleticism displayed • control • balance • landing, continuity of motion.  <b>Air</b> (Height and Distance)  <b>Spontaneity</b>																
Very poor jump					Poor jump		Average jump		Good jump		Excellent jump					
0.1	-	2.0	2.1	-	4.0	4.1	-	6.0	6.1	-	8.0	8.1	-	10.0		

Artwork: by FIS-SKI.COM - Concept FIS Rules & Tech - 5/7 Judges Format Rev. 07-2014



## Implementation of 60-20-20 judging system

*" The FIS Freestyle Skiing Committee decided to change the Moguls scoring to 60-20-20 and implemented starting in season 2014-2015 "*


Revision of the DD: please refer to the Excel document DD MO\_v2014-15



# Implementation of 60-20-20 judging system

*" The FIS Freestyle Skiing Committee decided to change the Moguls scoring to 60-20-20 and implemented starting in season 2014-2015 "*

## Example of the revised results sheet



FIS FREESTYLE SKI WORLD CUP 2014

RESULTS

MO

Ladies' Moguls Qualification

SAT 1 MAR 2014

Start Time: 10:00

Inawashiro (JPN)

Jury				Technical Data			
FIS Technical Delegate: LANGE Jeff USA Head Judge: TANAKA-SUNDEKVIST JPN Chief of Competition: ARASE Hiroki JPN				Course Name: Daffy Length: 201m Course Width: 21.0m Gate Width: 12.0m Gradient: 30° Pace Time: 24.11 Homologation Number: 7110.018.0			
Officials							
FIS Race Director: ROTERMUND Konrad FIS Chief of Course: ABE Yuichi JPN							
Judge 1 (Turns): TAKANO Midori JPN Judge 2 (Turns): GINGRAS Danielle CAN Judge 3 (Turns): ANTILA Petri FIN Judge 4 (Turns): ELLIS Chris USA Judge 5 (Turns): WASHIASHI Toru JPN Judge 6 (Air): BENNETT Gerry CAN Judge 7 (Air): SUNDEKVIST Ola SWE				Foreigners: F1: MITY MC TO Jun JPN F2: TAIGUCHI Ayaho JPN			

Weather: Cloudy

Air Temperature: 1°C / 34°F

Snow Temperature: 0°C / 32°F

Wind: 0.0 m/sec (VR)

Number of Competitors: 26, Number of NSAs: 8

Rank	Bib	FIS Code	Name	NSA Code	YB	Turns (=60%)					Air (=20%)			Speed (=20%)		Score	Tie			
						J1	J2	J3	J4	J5	Total	J6	J7	Jump	DD			Total	Time	Points
1	5	2476152	DUFOUR-LAPOINTE Maxime	CAN	1989	14,8	15,6	14,4	16,0	15,6	46,0	5,00	5,32	3	1,200	12,36	25,5	14,7	73,10	Q
2	10	2364117	McPHEE Heather	USA	1984	15,2	15,2	14,4	16,6	14,0	44,8	4,67	5,32	bPp	1,200	11,99	26,3	13,7	70,48	Q
3	9	2527953	NAUDE Andi	CAN	1996	14,0	14,8	14,8	14,8	15,2	44,4	4,67	5,00	3	1,200	11,60	26,2	13,8	69,84	Q
4	2	2486348	DUFOUR-LAPOINTE Justine	CAN	1994	14,8	15,6	15,2	16,4	16,0	46,8	3,99	3,66	3	1,200	9,18	26,7	13,1	68,09	Q
5	14	2485108	HOSHINO Junko	JPN	1989	14,0	15,2	15,6	14,8	14,4	43,6	4,34	4,00	3	1,200	10,01	25,0	15,3	68,94	Q
6	32	2329677	ROBICHAUD Audrey	CAN	1988	14,8	14,8	13,2	15,2	13,6	43,2	4,67	5,00	3	1,200	11,60	26,6	13,2	68,05	Q

## Implementation of 60-20-20 judging system

*" The FIS Freestyle Skiing Committee decided to change the Moguls scoring to 60-20-20 and implemented starting in season 2014-2015 "*

### FIS B Clinic Invitations for 2014:

Ottawa FIS B Clinic:

- November 14-16
- Dead line to register is October 14

### FIS B Clinic Invitations for 2014:

Calgary FIS B Clinic:

- November 21-23
- Dead line to register is October 21





# **2015/2016 FIS Judges Clinic**

# FIS General Information

1. International judges and National judge. A/B
2. Judging Handbook, Judges Cards ,Timing Booklet, and ICR.
3. FIS video server, Education for the officials, NO downloading
4. Moguls, Preparing for new judging system of DM. WC procedure.
5. Aerials, Video Controller

# **FIS General Information**

## **FIS Freestyle Skiing**

<http://www.fisfreestyle.com/>

## **FIS video server**

<https://fisvideo.fis-ski.com/>

## **Freestyle Documents**

<http://www.fis-ski.com/inside-fis/document-library/freestyle-skiing/index.html#deeplink=rules>

# General Judges Information

- Evaluation & Review at events
- Head Judge Responsibilities
- Social Media
- Start Lists
- Score Cards / Worksheets

# Head Judges

- HJ and judges need to commit to post event evaluation and video review when available.
- Scoring system will show the ranges on the head judge display.
- Judges/Coaches meeting notes – will be a section on the head judge report. : 3033.5.5
- Coaches can only critique their athletes and can only bring up other NSA athletes if they feel they were underscored.
- Coaches (NSA's) should be sanctioned for inappropriate comments or actions including emails

# Judges conduct

Judges Oath:

The judge,

*"In the name of all the judges and officials, I promise that we shall officiate in these Olympic Games (World Championships) with complete impartiality, respecting and abiding by the rules which govern them in the true spirit of sportsmanship."*

- Judges need to be careful the way to use Facebook, Twitter, email and so on with inappropriate especially during the competition period.

# Aerials

# Aerials

- New scoring input – Base Score and deductions.
- Each component will have the high and low thrown out.

	J1	J2	J3	J4	J5	Score
Air	<del>1.9</del>	<del>1.8</del>	1.8	1.8	1.8	5.4
Form	<del>4.2</del>	4.4	<del>4.6</del>	4.3	4.4	13.1
Ldg	<del>2.9</del>	2.7	2.8	<del>2.6</del>	2.7	8.2



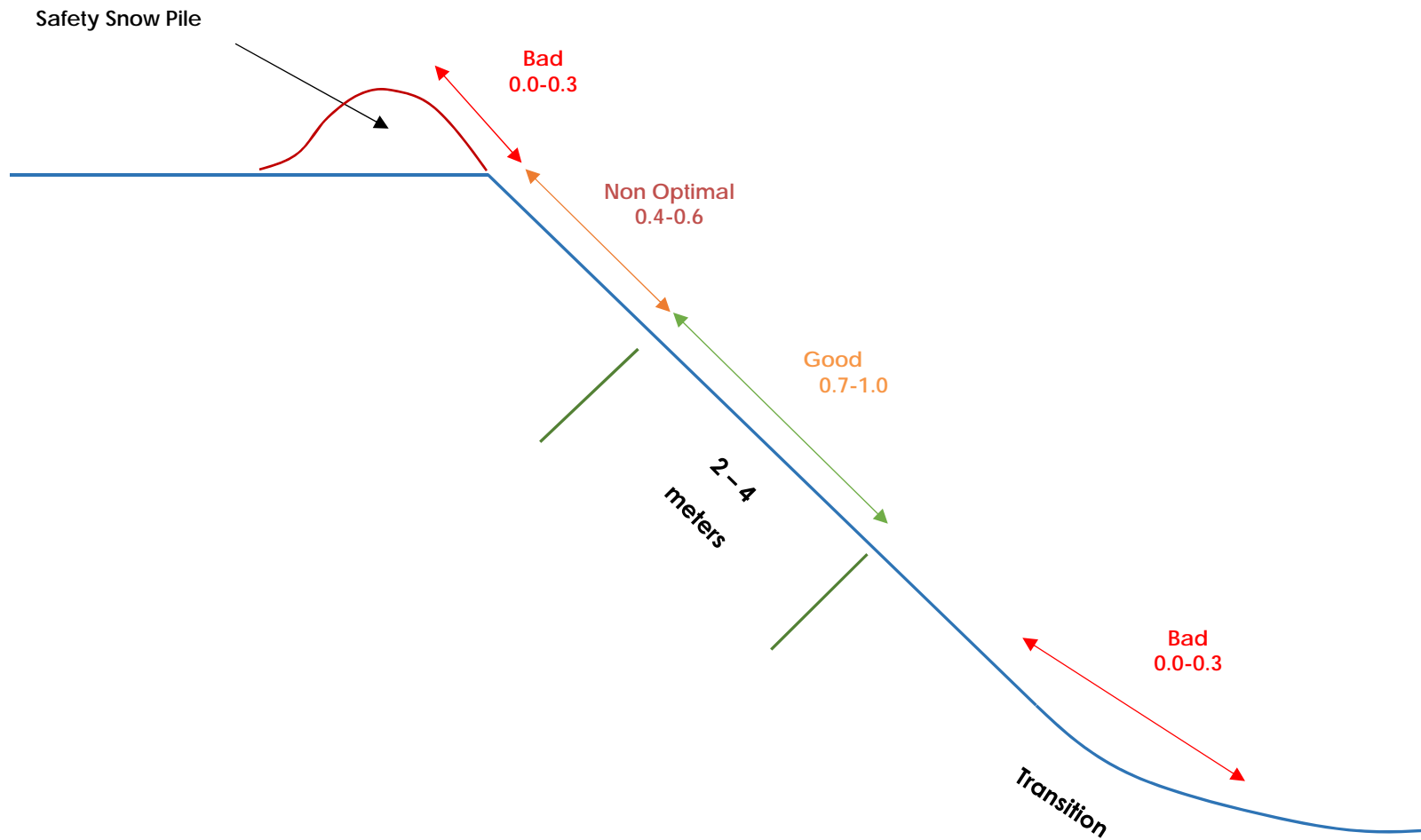
## Aerials – Take Off

- A small bend in the waist is acceptable on take off as long as the body straightens out within the first quarter of the flip.
- Arm position on TO - Take off has a variety of positions and techniques that are acceptable. Arms can be out or up, and different initiation and timing of extending is acceptable as long as body is appropriately positioned at the end of the jump

## Aerials – Prep for Landing

- The athlete, in the last quarter of rotation (body parallel to the horizon) can bend their knees slightly and have more bend at the waist as they land.
- On multiple twisting final flips – jumps with more than 1 twist in the final flip – still need to be finished twisting and square to the landing hill upon landing to achieve maximum points. Continued twisting will result in a corresponding deduction from form.

# Aerials - Landing



# Aerials – New Landing Categories

- 0.0 No weight on skis
- 0.1 – 0.5 Minimal weight on skis, sliding on back or side; immediate crash
- 0.6 – 1.0 Landing with immediate body contact; hard back slap or punch front back to skis; severe over or under rotation
- 1.1 – 1.5 Light back slap, severe turn to 45 degrees or more to landing hill, turn around no fall or touch, severe imbalance
- 1.6 – 2.0 No body contact but hand or hands dragging with hard compression, heavy imbalance
- 2.1 – 2.5 No touch of hand(s) but some imbalance on landing or ski away; hard compression with no touch
- 2.6 – 3.0 Excellent landing, good balance with little or no compression

## Aerials – Landing Notes

- If an athlete has any **hand** contact, the maximum score is **2.0**.
- If an athlete has any **body** contact, the maximum score is **1.5**.
- An athlete that doesn't touch can receive a score lower than 2.0 for **severe imbalance, skiing sideways, circling or backwards**.
- Landing will stopped being judged when **the athlete shows control** and at least 4 meters after making contact with the snow.

## Aerials - Landing

If there is a back-slap or the skier 'goes by' the landing, it doesn't mean there was a form break in the jump. This could result from too much speed, weaker legs or other factors. Judges need to be aware so they don't automatically make a form deduction based on a landing error.

If someone is 10 degrees short on landing that results in a front punch or fall on their chest vs someone who is 10 degrees long and has either a backslap or a severe 'wheelie' landing, these should have the same form break deduction relative to the rotation only.

# Aerials – Tie Breaking/DNF

## 6004.4 Tie Breaking

In Aerials should a tie occur, the scores from all jumps performed in that phase by each tied competitor shall be recalculated without the application of DD, and the resulting values used to break the tie. If any competitors are still tied, the one with the higher Air/Form score shall be ranked higher; if still tied, the competitor with the lower total DD from all jumps in the phase shall be ranked higher; if still tied and the phase consists of more than one jump, the competitor with the lowest single DD of any jump in that phase shall be ranked higher. ➔ **Still tied**  
Refer to ICR 3045.4.2

## 6004.5 DNF

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 DNF.

# Moguls



# Moguls – General

- Recommendation that, when safe, the judges must inspect the course.
- New scoring input – Base Score and deductions.
- Each component will have the high and low thrown out – Base & Deductions.

# Moguls

- New scoring input – Base Score and deductions.
- Each component will have the high and low thrown out.

	J1	J2	J3	J4	J5	Score
Base	<del>6.5</del>	<del>9.5</del>	7.8	8.1	7.3	23.2
Ded	<del>2.2</del>	<del>4.6</del>	3.4	3.3	4.1	10.8
Total Turn Score						12.4

## Moguls – General

- We will test input of top air scores before athlete does bottom jump.
- Judges should use the 3 categories - Carving/Absorption/Upper Body - on their score cards to document their base scores.
- Turn Types

## Moguls - Deductions

- Deduction of 0.1 thru 0.4 should be noted on the judges' card but will now become part of the base score.
- When the incidents can be identified at specific points in the run, even when less than 0.5, judges need to document each of those deductions on their note cards.
- Line drift, even as a result of mogul jumps not perfectly aligned with the lines, will be deducted as noted with line deviations.

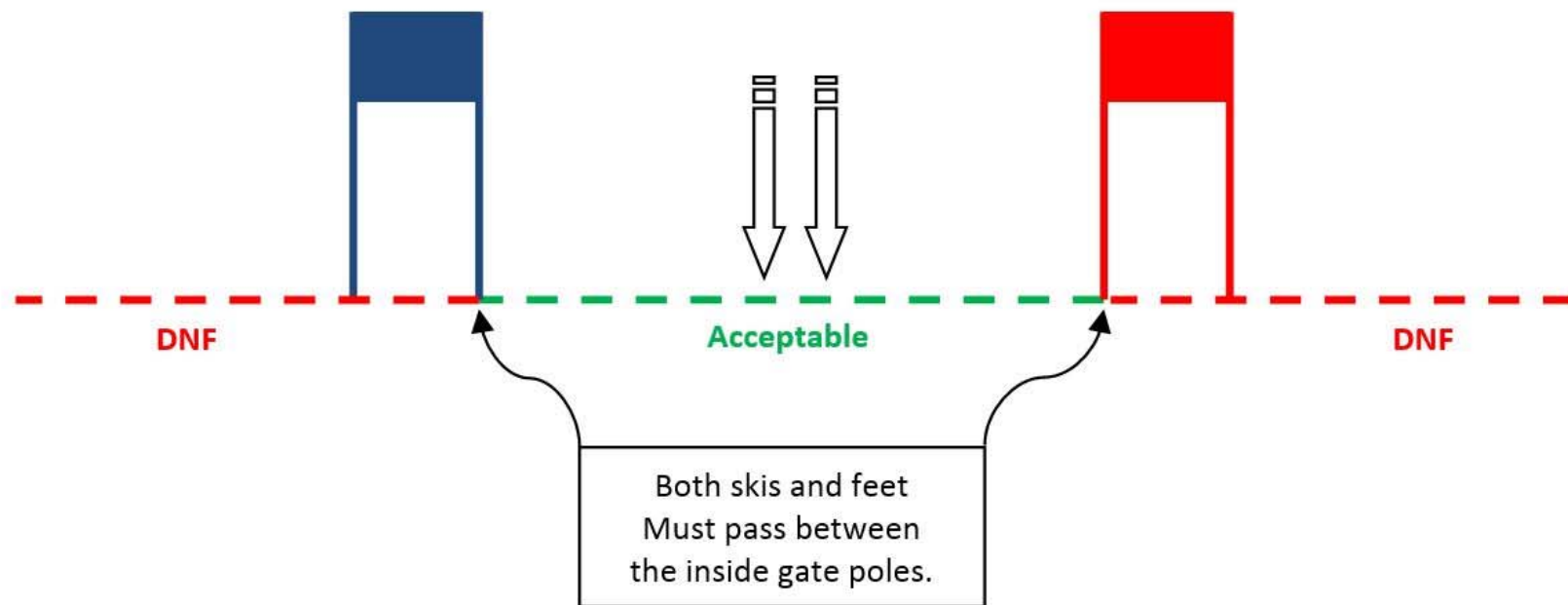
- Minimum deduction is now 0.5 instead of 0.1.

Nov. 2015

## Moguls - Deductions

- Line deviations – Use appropriate deductions and scoring (1.6 for deviation of one entire line) but no deduction for **immediately** returning to line due to safety concerns.
- Other errors that may have caused the deviation or are part of the deviation are in addition to this deduction.
- Landing jumps in the chop area and not turning.

# Moguls - DNF



# DNF

## 6204.6.1 Crossing the gate line / Missed the gates

A competitor who fails to pass all gates correctly (see ICR 3059) shall be scored DNF. Skiing outside the line of flags defining the outer edge of the track is permitted and shall be scored according to 6203.4.1 (Fall Line Deviations), unless the competitor's feet pass the wrong side of a gate and descend below the outward extension of the gate line, in which case the run shall be scored DNF.

## 6204.6.2 Loss of Ski(s) and Stop → See ICR 4206.2.1, 4306.2

3058.7 For loss of ski(s) or stopping for more than 10 seconds during the Mogul competition (4206.2.1).

4206.2.1 A competitor who, having started, losing one or both skis, or stops for 10 seconds or more, shall receive a ruling of Did Not Finish (DNF) for that run. The loss of other equipment, including ski pole or poles, shall not result in a DNF provided that the competitor finishes.



# Mogul Air

- Deep landing- appropriate deductions and scoring (6204.3.4.1)

➤ 6204.3.4.1 Falls after Jumps / Deep Landings

-If the landing is very poor or completely missed the jump score is affected.

The jump may only receive a maximum score of 5.0.

- Air is important – jumps need to be taken beyond the jump and those jumps that have on a small amount of amplitude should have correspondingly lower scores.
- Crossed ski positions need to achieve 90 degrees to receive maximum points, they can be greater than 90 degrees as well. If less than 90 degrees there will be a deduction.

# Mogul Air - Grabs

- Grabs must be presented to the judges so coaches and athletes understand that performing them when their body is blocking the view (grab is being done uphill during rotation) could result in judges not seeing it well and scoring it lower.
- Imperfectly executed grabs will result in deductions as follows;
  - 1. If the grab is not properly held but the hand makes positive contact with the ski, deduct 0.5 to 1.0
  - 2. If the hand barely makes contact or misses but the correct position is held, deduct up to 1.5.
  - 3. If the grab and the position is missed completely, deduct up to 3.0.
- It will be possible to have a missed grab achieve a 7.0 if everything else about the jump was excellent.

# Grab

- A “**g**” shall be assigned to any grab that is from mid ski to the boot  
(except for cross body grabs).
  - A “**G**” shall be assigned to any grab from beyond mid ski to the tail or tip, including cross body grabs (i.e., mute, japan, critical)
- New DD for Mogul Air,  
Grab with Big G = 0.10 (0.07)  
Off Axis group B/C = 0.10 (0.05)

[http://www.fis-ski.com/mm/Document/documentlibrary/FreestyleSkiing/04/40/27/MogulAirDegreeofDifficultyChart\\_November2015\\_English.pdf](http://www.fis-ski.com/mm/Document/documentlibrary/FreestyleSkiing/04/40/27/MogulAirDegreeofDifficultyChart_November2015_English.pdf)

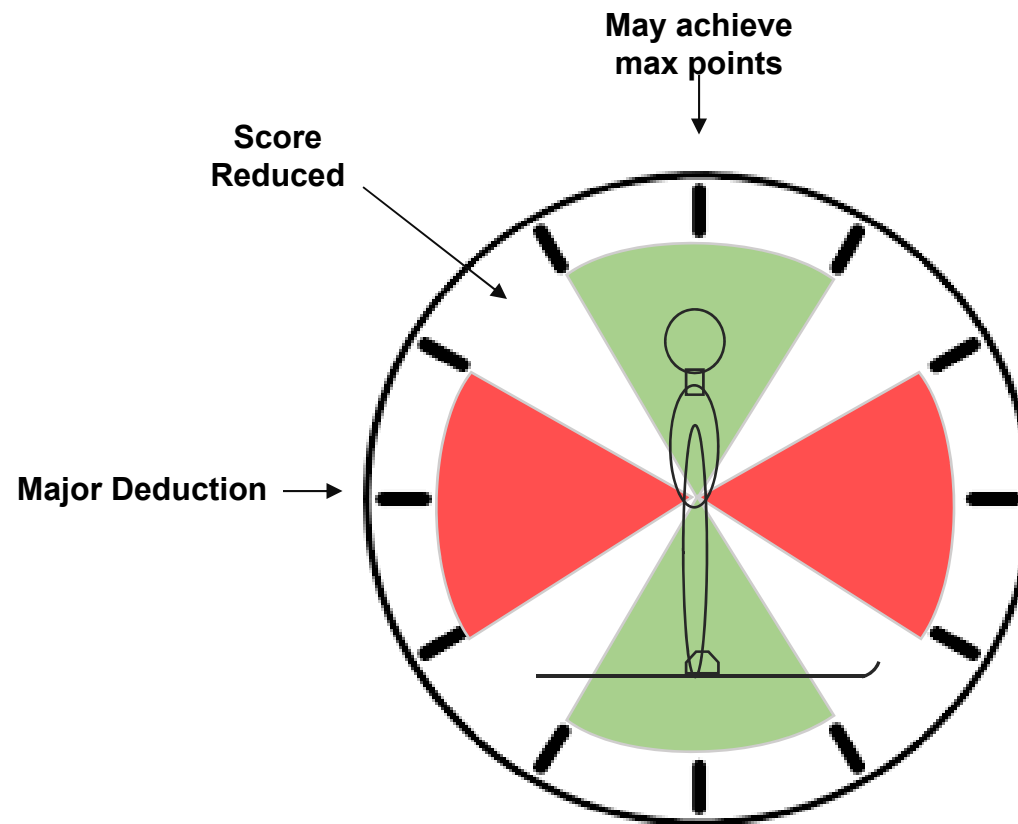
## Mogul Air – Loops

- Loops will be scored as they have been but MWG is aware that a loop and a back flip with a position or grab that turns the body at an angle, could be seen as a repeat.
- Judges will work to give the benefit of the doubt but MWG is aware of this concern given that loops as currently performed, are essentially off axis back flips.

## Mogul Air – Twisting Back Flips

- Must be completed within the “1 1 and 1” axis in order to score in the excellent category.
- If outside of 1 1-1 then score will be reduced accordingly along with other factors.
- If a jump is between 1 1-1 it can be within any category depending upon the performance of the jump.

# Mogul Air – bF, bdF



# Tie Breaking

6204.5

## Tie-Breaking Single Mogul Format

Should a tie occur, the competitor with the better Turns score shall receive the better rank; if still tied, the competitor with the better Air score without DD shall receive the better rank; if still tied the faster time shall receive the better rank; if still tied, the tie shall remain unbroken.

# Dual Moguls



## Dual Moguls – Jumps

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.

## Dual Moguls – Jumps

A competitor who repeats (**identically**) the same maneuver during a run will receive a deduction of two (2) votes per Air Judge;

A competitor who performs two different maneuvers from the same **scoring Category** will receive a deduction of one (1) vote per Air Judge.

Scoring category as defined in 6204.3.8 – single moguls repeat rule.

**(6305.3.1 Jumps evaluation)**

## Dual Moguls – Category Repeat?

Upright – DTS & TTT

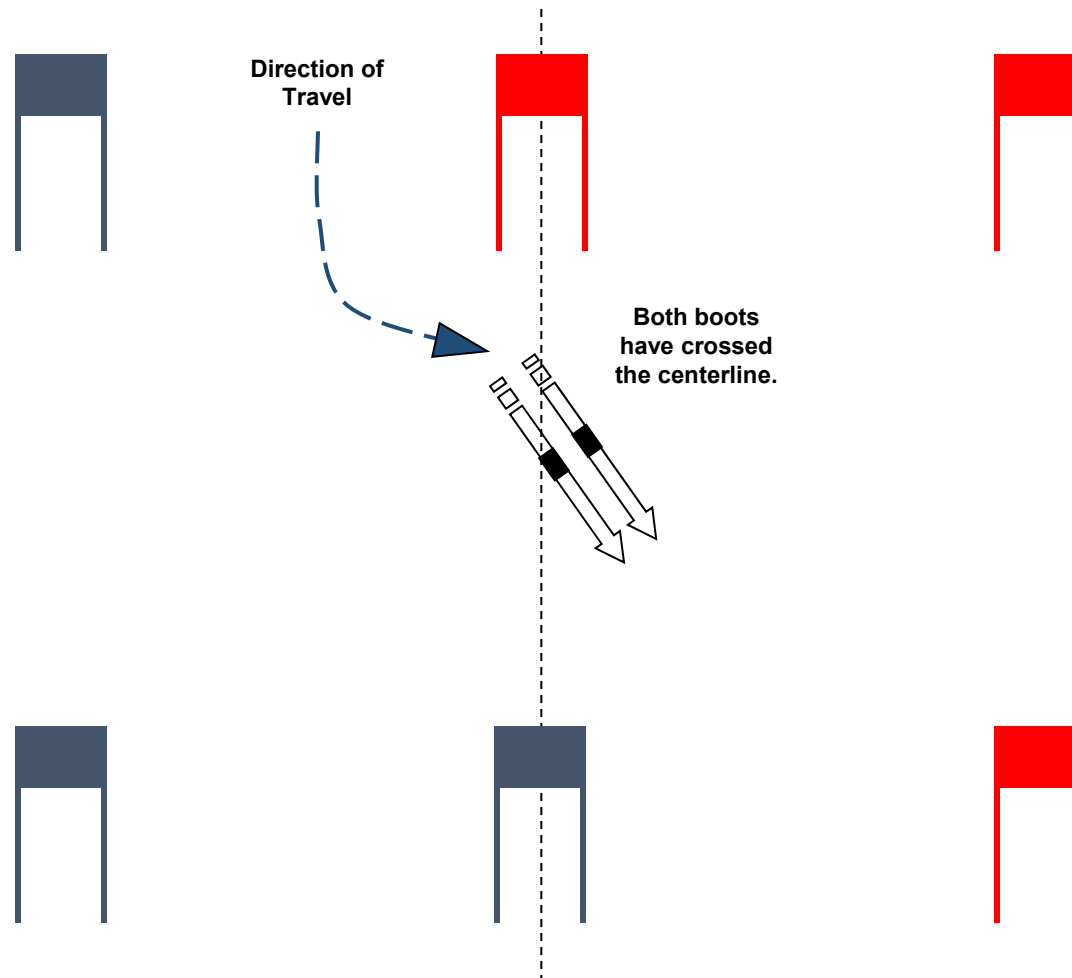
Inverts – bF & bdF

Off Axis – 7oA & 7oGA | 7opA & 7oGB

Straight Rotations – 3 & 7 | 3G & 7p

Loop – l & lG

# Dual Moguls - DNF



# DNF

## 6304.2.1.1 DNF Scoring

- If a competitor receives a DNF the score should be 25, 35 / DNF.
- If both competitors DNF in the same heat the highest single score from qualification round will be the winner.
- If there is no qualification round (WC Finals), the higher ranked competitor (WC Ranking) will be the winner.

# Tie Breaking

## 6304.2.1.2 Tie-Breaking 7 Judges Dual Mogul Format

- Should a tie occur, the competitor with the greater number of votes from the Turns judges shall be ranked higher; if still tied, the competitor with greater number of Turns judges in favor shall be ranked higher.
- If still tied, the **Turns Tie Break Judge (J7/Speed)** shall determine the result by giving a Turn score.

# Special Procedures: Dual Moguls

## 6305.1 Did Not Finish (DNF)

### 6305.1.1 Loss of Ski(s) and Stop

→ See ICR 4206.2.1, 4306.2

### 6305.1.2 Crossing the gate line (DM Single Qualification)

A competitor who fails to pass all gates correctly (see ICR 3059) shall be scored DNF. Skiing outside the line of flags defining the outer edge of the track is permitted and shall be scored according to 6203.4.1 (Fall Line Deviations), unless the competitor's feet pass the wrong side of a gate and descend below the outward extension of the gate line, in which case the run shall be scored DNF.



# **THE INTERNATIONAL SNOWBOARD / FREESTYLE / FREESKI / SKI CROSS COMPETITION RULES (ICR)**

## **BOOK VI JOINT REGULATIONS FOR SNOWBOARD / FREESTYLE SKI / FREESKI**

SNOWBOARD SLALOM / GIANT SLALOM  
SNOWBOARD PARALLEL EVENTS  
SNOWBOARD BANKED SLALOM  
SNOWBOARD CROSS  
SNOWBOARD HALFPIPE  
SNOWBOARD BIG AIR  
SNOWBOARD SLOPESTYLE  
SNOWBOARD RAIL  
AERIALS  
MOGULS  
DUAL MOGULS  
SKI CROSS  
FREESKI HALFPIPE  
FREESKI BIG AIR  
FREESKI SLOPESTYLE  
FREESKI RAIL

**EDITION AUGUST 2024**



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# **P R E F A C E**

## **SNOWBOARD / FREESTYLE / FREESKI / SKI CROSS MISSION & VISION**

### **VISION**

**Expanding global snowsports  
into the future**

### **MISSION**

**Collaborate to build sustainable Events  
that Athletes want to compete in and  
Audiences want to follow**

**200 Joint Regulations for all Competitions**

200.1 All events in the FIS Calendar must be held under the applicable FIS Rules.

**200.2 Organisation and Conduct**

Rules and instructions for the organisation and conduct of the various competitions are to be found in their respective rules.

**200.3 Participation**

Competitions listed in the FIS Calendar are only open to all properly licensed competitors entered by their National Ski Associations in accordance with current quotas.

**200.4 Special Regulations**

The FIS Council can authorise a National Ski Association to adopt rules and regulations to organise national or international competitions with different grounds for qualification but only provided that they do not go beyond the limits laid down in the present rules.

**200.5 Control**

All competitions listed in the FIS Calendar must be supervised by a Technical Delegate of the FIS.

200.6 Every legal sanction imposed and published in respect of a competitor, official or trainer will be recognised by the FIS and the National Ski Associations respectively.

**201 Classification and Types of Competitions****201.1 Competitions with Special Rules and/or Limited Participation**

National Ski Associations affiliated with the FIS – or clubs belonging to these National Ski Associations with the approval of their association – may invite neighbouring National Ski Associations or their clubs to their own competitions. These competitions must not be promulgated or announced as international competitions, and the limitation must be made clear in the announcement.

201.1.1 Competitions with special rules and/or limited participation or including non-members may be held under special competition rules as approved by the FIS Council. Any such rules must be published in the announcement.

**201.2 Competitions with Non-Members of the FIS**

The FIS Council can authorise one of its member National Ski Associations to invite a non-member organisation (military etc.) to competitions, or accept invitations from such an organisation.

**201.3 Classification of Competitions**

201.3.1 Olympic Winter Games, Paralympic Winter Games, FIS World Ski Championships and FIS World Junior Ski Championships

201.3.2 FIS World Cups

201.3.3 FIS Continental Cups

201.3.4 International FIS Competitions (FIS Races)

- 201.3.5 Competitions with Special Participation and/or Qualifications
- 201.3.6 Competitions with Non-Members of the FIS
- 201.4 FIS Disciplines**  
 A discipline is a branch of a sport and may comprise one or several events. For example Cross-Country Skiing is a FIS Discipline, whereas the Cross-Country Sprint is an Event.
- 201.4.1 *Recognition of Disciplines in the International Ski and Snowboard Federation*  
 New disciplines, comprising one or several events, widely practised in at least twenty-five countries and on three continents may be included as part of the programme of the International Ski and Snowboard Federation.
- 201.4.2 *Exclusion of Disciplines from the International Ski and Snowboard Federation*  
 If a discipline is no longer practised in at least twelve National Ski Associations on at least two continents the FIS Congress may decide to exclude the discipline from the programme of the International Ski Snowboard Federation.
- 201.5 FIS Events**  
 An event is a competition in a sport or in one of its disciplines. It results in a ranking and gives rise to the award of medals and/or diplomas.
- 201.6 Types of Competitions**  
 International competitions consist of:
- 201.6.1 *Nordic and Para Nordic Events*  
 Cross-Country, Rollerskiing, Ski-Jumping, Ski-Flying, Nordic Combined, Team Competitions in Nordic Combined, Nordic Combined with Rollerskiing or In-line, Team Ski-Jumping, Ski-Jumping on plastic jumping hills, Popular Cross-Country races, Para Cross-Country, Para Roller Skiing and Para Biathlon
- 201.6.2 *Alpine and Para Alpine Events*  
 Downhill, Slalom, Giant Slalom, Super-G, Parallel Competitions, Combined, KO, Team Competitions
- 201.6.3 *Freestyle Ski Events*  
 Moguls, Dual Moguls, Aerials, Aerials Synchro, Ski Cross, Halfpipe, Slopestyle, Big Air, Rail, Team Competitions
- 201.6.4 *Snowboard and Para Snowboard Events*  
 Slalom, Parallel Slalom, Giant Slalom, Parallel Giant Slalom, Halfpipe, Snowboard Cross, Big Air, Slopestyle, Rail, Team Competitions, Banked Slalom, Dual Banked Slalom
- 201.6.5 *Telemark Events*
- 201.6.6 *Firngleiten*
- 201.6.7 *Speed Skiing Events*  
 Speed 1 (S1), Speed 2 (S"), Speed 2 Junior (S2J)

- 201.6.8 *Grass Ski Events*
- 201.6.9 *Combined Events with other Sports*
- 201.6.10 *Youth, Masters, etc.*
- 201.7 FIS World Championship Programme**
- 201.7.1 To be included in the programme of the FIS World Championships, events must have a recognised international standing both numerically and geographically, and have been included for at least two seasons in the World Cup before a decision about their admission can be considered.
- 201.7.2 Events are admitted no later than three years before specific FIS World Championships.
- 201.7.3 A single event cannot simultaneously give rise to both an individual and a team ranking.
- 201.7.4 Medals may only be awarded at the FIS World Championships and FIS Junior World Championships in all disciplines (Alpine, Nordic, Snowboard, Freestyle Ski, Grass Skiing, Rollerski, Telemark, Speed Skiing) when there are a minimum of 8 nations participating in team competitions and 8 nations represented in an individual event.
- 201.7.5 The article 201.7.4 shall not be applied to the Para Snow Sports events (all levels) until the competition season 2026/2027 when specific Para numbers will be defined.
- 202 FIS Calendar**
- 202.1 Candidature and Announcement**
- 202.1.1 Each National Ski Association is entitled to present its candidature for the organising of the FIS World Ski Championships in accordance with the published <https://www.fis-ski.com/en/inside-fis/document-library/world-championships>
- 202.1.2 For all other competitions, the registrations for inclusion in the International Ski and Snowboard Calendar has to be made to FIS by the National Ski Association according to the Rules for the FIS Calendar Conference published by the FIS.
- 202.1.2.1 The applications of the National Ski Associations (NSA) are entered by using the FIS Calendar program in the member section of the FIS website: <http://www.fis-ski.com/> by 31<sup>st</sup> August (31<sup>st</sup> May for the Southern Hemisphere).
- 202.1.2.2 *Allocation of competitions*  
Allocation of the competitions to the National Ski Associations is made through the electronic communication process between FIS and the National Ski Associations. In the case of FIS World Cup competitions, the calendars are subject to the approval of the Council, on proposal of the respective Technical Committee.
- 202.1.2.3 *Homologations*  
Competitions that appear in the FIS Calendar may only take place on competition courses or jumping hills homologated by the FIS.  
The homologation certificate number must be indicated when applying for the inclusion of competition in the FIS Calendar.

In a number of Snowboard, Freestyle Ski, Freeski events the course or facility is built up for each competition that therefore do not have a permanent homologation. The course or facility approval process is therefore defined in the respective rules.

**202.1.2.4**      *Publication of the FIS Calendar*

The FIS calendar is published by FIS on the FIS website [www.fis-ski.com](http://www.fis-ski.com). It will be updated to reflect cancellations, postponements and other changes continuously by FIS.

**202.1.2.5**      *Postponements*

In case of the postponement of a competition listed in the FIS Calendar, the FIS has to be informed immediately and a new invitation must be sent to the National Ski Associations, otherwise the competition cannot be considered for FIS points.

**202.1.2.6**      *Calendar Fees*

In addition to the annual subscription, a calendar fee is set by the FIS Congress and is due for each year and for each event listed in the FIS Calendar. For additional events, a 50% surcharge will be made in addition to the regular calendar fee for applications submitted 30 days before the date of the competition. The calendar fee for a competition that has to be rescheduled remains the responsibility for payment in full of the original organising National Ski Association.

At the beginning of the season, each NSA will receive an invoice for 70 % of its total invoice from the previous season. This amount will be debited from its FIS account. At the end of the season each NSA will receive a detailed invoice for all registered competitions during the season. The balance will be subsequently be debited or credited to the NSA account at FIS.

**202.1.3**      *Appointment of Race Organiser*

In the event that the National Ski Association appoints a race organiser, such as an affiliated ski club, it shall do so using the form "Registration Form National Ski Association and Organiser" or by means of a similar written agreement. An application by a National Ski Association for inclusion of an event on the International Ski and Snowboard Calendar shall mean that the necessary agreement to organise the event has been established.

**202.2**      **Organisation of Races in other Countries**

Competitions which are organised by other National Ski Associations may only be included in the FIS Calendar when the National Ski Association of the country concerned where the competitions will be organised gives its approval.

**203**      **Licence to participate in FIS Races (FIS Licence)**

A licence to participate in FIS races is issued by a National Ski Association to competitors who fulfil the criteria for participation through registering the competitor with FIS in the respective discipline(s).

**203.1**      The FIS licence year begins on July 1<sup>st</sup> and finishes on June 30<sup>th</sup> of the following year.

**203.2**      To be eligible for participation in FIS events, competitors must have a licence issued by their National Ski Association. Such a licence shall be valid in the Northern and Southern hemispheres for the licence year only. The validity of a licence can be limited to participation in one specific country or in one or more specific events.

**203.2.1**      The National Ski Association must guarantee that all competitors registered with a FIS Licence to participate in FIS races accept the Rules of the International Ski

and Snowboard Federation, in particular the provision which foresees the exclusive competence of the Court of Arbitration for Sport as the court of appeal in doping cases.

203.3 A National Ski Association may only issue a FIS licence to participate in FIS races when competitors have proven their nationality and therefore eligibility by submitting a copy of their passport and signed the Athletes Declaration in the form approved by the FIS Council and returned it to their National Ski Association. All forms from under-age applicants must be counter signed by their legal guardians. Both the copy of the passport and signed Athletes Declaration must be made available to FIS on request.

203.4 During the FIS licence year, a competitor may only participate in International FIS competitions with a FIS licence to participate in FIS races issued by one National Ski Association.

### **203.5 Application for a change of FIS Licence Registration**

All applications to change licence registration from one member National Ski Association to another are subject to consideration by the FIS Council at its Meetings in the spring (applications may only be submitted by 1<sup>st</sup> May each year). In principle an application to change licence registration will not be granted unless competitors demonstrate their personal association with the new nation.

Prior to submitting an application to change licence registration competitors must possess the citizenship and passport of the country for which they wish to compete. In addition, competitors must have had their principal legal and effective place of residence in the new country for a minimum of two (2) years immediately prior to the date of the request to change registration to the new country/National Ski Association. An exception to the two-year residency rule may be waived if the competitor was born in the territory of the new country, or whose mother or father is a national of the new country. Applications will not be accepted if a parent has obtained a passport for the new country, but is not resident, and/or there is no family ancestry.

Furthermore, competitors are required to submit a detailed explanation with the application about their personal circumstances and the reason for requesting a change of licence registration.

203.5.1 If competitors have already participated in FIS calendar events for a National Ski Association, they must have the written agreement to be released from the former National Ski Association in addition to the citizenship, passport and residency requirements in art. 203.5 before the new National Ski Association may submit a request to FIS for a change of registration.

If such a written agreement is not given, competitors may not participate in any FIS calendar events for a period of twelve months from the end of the last season in which they competed for their present National Ski Association, nor may they be issued with a licence to participate in FIS races by the new National Ski Association.

These rules are also valid when a competitor has more than one nationality and would like to change National Ski Association licence registration.

203.5.2 The FIS Council reserves the right in its absolute discretion, to grant or to decline to grant, a change of licence notwithstanding the fulfilment of the aforementioned conditions where it deems it is contrary to the spirit of the rule and in the best interests of the International Ski and Snowboard Federation to do so (e.g. to decline to grant a change of licence if a member National Ski Association tries to "import" a competitor).

203.5.3 In the event that a competitor does not fulfil all the criteria required to apply for a change of National Ski Association licence registration, the onus shall be on the

competitor to demonstrate in writing to the satisfaction of the FIS Council that exceptional circumstances exist and it is in the best interests of the International Ski and Snowboard Federation to grant the change.

203.5.4 Competitors will retain their FIS points if they change their National Ski Association under the condition that the former National Ski Association granted the release of the competitor.

203.5.5 In the event that any of the documents for an application to change licence registration submitted by the National Ski Association (letter of release from the former National Ski Association, passport, residency papers) are found to be false, the FIS Council will sanction the competitor and the new National Ski Association.

## **204 Qualification of Competitors**

204.1 A National Ski Association shall not support or recognise within its structure, nor shall it issue a licence to participate in FIS or national races to competitors who:

204.1.1 have conducted themselves in an improper or unsportsmanlike manner or has not respected the FIS medical code or anti-doping rules,

204.1.2 accept or have accepted, directly or indirectly, any money-payments for the participation at competitions,

204.1.3 accept or have accepted a prize of a higher value than fixed by article 219,

204.1.4 permit or have permitted their names, titles or individual pictures to be used for advertising, except when the National Ski Association concerned, or its pool for this purpose, is party to the contract for sponsorship, equipment or advertisements.

204.1.5 knowingly compete or have competed against any skier not eligible according to the FIS Rules, except if:

204.1.5.1 the competition is approved by the FIS Council, is directly controlled by the FIS or by a National Ski Association, and the competition is announced "open",

204.1.6 have not signed the Athletes Declaration,

204.1.7 are under suspension.

204.2 With the issuance of a licence to participate in FIS competitions and entry the National Ski Association confirms, that valid and sufficient accident insurance for training and competition is in place for the competitors and assumes full responsibility.

## **205 Competitors Obligations and Rights**

Competitors whatever their age, gender, race, religion or belief, sexual orientation, ability or disability have the right to participate in snow sports in a secure environment and protected from abuse.

FIS encourages all member nations to develop policies to safeguard and promote the welfare of children and young persons.

205.1 The competitors are obliged to make themselves familiar with the appropriate FIS Rules and must comply with the additional instructions of the Jury. Competitors must also follow the FIS rules regulations.

205.2 Competitors are not permitted to use doping. (see FIS Anti-Doping Rules and Procedural Guidelines).



- 205.3 As stated in the Athletes Declaration, competitors have the right to inform the Jury of safety concerns they may have regarding the training and competition courses. More details are given in the corresponding discipline rules.
- 205.4 Competitors who do not attend the prize-giving ceremonies without excuse lose their claim to any prize including prize money.  
In exceptional circumstances, competitors may be represented by another member of their team, but this person has no right to take their place on the podium.
- 205.5 Competitors must behave in a correct and sportsmanlike manner towards members of the Organising Committee, volunteers, officials and the public.
- 205.6 Support for the Competitors**
- 205.6.1 *Competitor registered with FIS by their National Ski Association to participate in FIS races may accept:*
- 205.6.2 full compensation for travel cost to training and competition,
- 205.6.3 full reimbursement for accommodation during training and competitions,
- 205.6.4 pocket money,
- 205.6.5 compensation for loss of income according to decisions of their National Ski Association,
- 205.6.6 social security including insurance for training and competition,
- 205.6.7 scholarships.
- 205.7 A National Ski Association may reserve funds to secure their competitors' education and future career after retiring from active competitive skiing.  
The competitors have no claim to these funds which shall be dispensed only according to the judgement of their National Ski Association.
- 205.8 Gambling on Competitions**  
Competitors, trainers, team officials and technical officials are prohibited from betting on the outcome of competitions in which they are involved.  
Reference is made to the FIS Rules on the Prevention of the Manipulation of Competitions.
- 206 Advertising and Sponsorship**  
In the context of this rule advertising is considered as the presentation, of signage or other visibility at the venue informing the public of the name of a product or service to achieve awareness of a company or an organisation and its brand name, activities, products or service. On the other hand Sponsorship provides a company with the opportunity to have a direct association with the competition or series of events.
- 206.1 Olympic Winter Games, Paralympic Winter Games and FIS World Championships**  
All Advertising and Sponsorship rights to the Olympic Winter Games, Paralympic Winter Games and FIS World Championships belong to the IOC, IPC and to the FIS respectively and are subject to separate contractual arrangements.

- 206.2 FIS Events**  
For all FIS Events the [FIS Advertising Rules](#) define the advertising opportunities in the competition area and are subject to the approval of the FIS Council. For the FIS World Cup Events the FIS Advertising Rules form an integral part of the FIS Organisers Agreement with the National Ski Associations and Organisers.
- 206.3 Member National Ski Associations**  
Each FIS affiliated National Ski Association that organises events in its country which are included in the FIS calendars, retains ownership of the event advertising rights provided they enter into a Media Rights Centralisation Agreement (MRCA) for so long as that MRCA remains in full force and effect. In the case of FIS World Cup competitions these rights shall be defined in the Organiser Agreement upon approval of the FIS Council and considering the National Ski Associations responsibilities.  
In cases where a National Ski Association organises events outside its own country these FIS Advertising rules also apply.  
  
If an NSA does not enter into an MRCA, FIS shall exclusively be entitled to enter into any agreement concerning the advertising rights of World Cup events awarded to that NSA.
- 206.4 Title and Presenting Sponsorship Rights**  
In the case of FIS series approved by the FIS Council, FIS markets the rights of the title/presenting sponsor (alternative naming possible) package. For the FIS World Cup series these are marketed to appropriate sponsors that promote the image and values of the discipline concerned. The revenue generated from the sale of the title/presenting sponsor rights is invested by FIS to provide a professional organisation.
- 206.5 Use of Markings and supports**  
All Advertising and commercial markings and supports used shall comply with the technical specifications set forth in the applicable FIS Advertising Rules.
- 206.6 Advertising Packages**  
Location, number, size and form of the advertising are specified in the FIS Advertising Rules for each discipline. Detailed information including graphical illustrations is laid out in the discipline-specific Marketing Guides which are published on the FIS Website. The Marketing Guides are reviewed and updated as necessary by the Committee for Advertising Matters and approved by the FIS Council prior to their publication.
- 206.7 Sponsorships by commercial betting companies**
- 206.7.1 FIS will not allocate Title / Presenting Sponsor rights to commercial betting companies
- 206.7.2 Sponsorships of events by commercial betting companies is permitted subject to 206.7.4 below.
- 206.7.3 Advertising of betting companies is allowed on bibs after approval by FIS, valid for 3 years.
- 206.7.4 Approval by FIS will be given under the condition that the betting company/ies actively work/s against sport competition manipulation.
- 206.8 A National Ski Association or its pool may enter into contracts with a commercial firm or organisation for financial sponsorship and or the supply of goods or

equipment if the specific company or organisation is acknowledged as an Official Supplier or Sponsor by the National Ski Association. Advertising using photographs, likeness or names of FIS competitors with any sportsman not eligible according to either the FIS eligibility rules or the eligibility rules of the IOC and IPC, is forbidden.

Advertising with or on competitors with tobacco or alcohol products or drugs (narcotics) is forbidden.

206.9 All compensation under such contracts must be made to the National Ski Association or its ski pool which shall receive the compensation subject to the regulations of each National Ski Association. Competitors may not directly receive any part of such compensation except as stated in art. 205.6. The FIS may at any time call for a copy of the contract.

206.10 Equipment goods supplied to and used by the national team must, with reference to markings and trademarks, conform with the specifications stated in art. 207.

## **207 Competition Equipment and Commercial Markings**

### **207.1 Competition Equipment at FIS Events**

Only the competition equipment, according to the FIS rules on advertising, provided by the National Ski Association, complete with the commercial markings approved by the National Ski Association, may be worn in FIS World Cup and FIS World Ski Championships competitions. Obscene names and/or symbols on clothing and equipment are forbidden.

207.1.1. At FIS World Ski Championships, FIS World Cup and all events on the FIS Calendar, a competitor is not allowed to take equipment (skis/board, poles, ski boots, helmet, glasses) to the official ceremonies involving anthems and/or flag raising. Holding/carrying equipment on the victory podium after conclusion of the whole ceremony (handing over trophies and medals, national anthems) for press photos, pictures, etc. is however permitted

#### *207.1.2 Winners presentation / Equipment on the podium*

At FIS World Ski Championships and all events of the FIS Calendar, a competitor is allowed to take the following equipment on the podium:

- Skis / Snowboards
- Footwear: The athletes may wear their boots on their feet, but are not allowed to wear them anywhere else (such as around their neck). Other shoes cannot be taken on the podium during presentation except if they are worn on the feet.
- Poles: not on/around skis, normally in the other hand. Para athletes are exempt from this rule and may bring poles on/around the skis.
- Goggles: either worn or around the neck
- Helmet: if worn only on the head and not on another piece of equipment, e.g. skis or poles
- Ski straps: maximum of two with name of the producer of skis; eventually one can be used for a wax company
- Nordic Combined and Cross-Country Ski Poles Clips. A clip can be used to hold the two poles together. The clip can be the width of the two poles, though not wider than 4 cm. The length (height) can be 10 cm. The long side of the clip is to be parallel to the poles. The commercial marking of the pole manufacturer can cover the entire surface of the clip.
- All other accessories are prohibited: waist bags with belt, phones on neckbands, bottles, rucksack/backpack, etc.

207.1.3 An unofficial presentation (flower ceremony) of the winner, and the winners ceremony immediately after the event in the event area with the national anthem

even before the protest time has expired, is allowed at the organiser's own risk. Visible wearing of the starting bibs is mandatory.

- 207.1.4 Visible wearing of the starting bib of the event or other outerwear of the NSA is mandatory in the restricted corridor (including the leader board and TV interview locations).

## **207.2 Commercial Markings**

Specifications about the size, the form and the number of commercial markings on equipment and clothing as well as the by-laws for commercial markings and for advertising are to be reviewed by the Committee for Advertising Matters and approved by the FIS Council each spring for the following competition season and published by the FIS.

- 207.2.1 The rules governing commercial markings and advertising on equipment and clothing as well as the relevant by-laws published in the Specifications for Commercial Markings on Equipment must be followed.

- 207.2.2 Any competitor who breaches the advertising rules is subject to sanction, as provided for in art. 223.1.1. An offence for which a sanction may apply and a penalty be imposed is defined as conduct that is in violation or non – observance of competition rules.

- 207.2.3 If a National Ski Association fails to enforce these rules with on their own competitor(s) or for any reason prefers to refer the case to the FIS, the FIS may take immediate steps to suspend a competitor's licence. The competitors concerned and/or their National Ski Association have the right to make an appeal before a final decision is taken.

- 207.2.4 If an advertiser uses the name, title or individual picture of competitors in connection with any advertisement, recommendation or sale of goods without the approval or knowledge of the competitor, the competitors may give a "power of attorney" to their National Ski Association or to the FIS to enable them, if necessary, to take legal action against the company in question. If the competitor concerned fails to do so, the FIS shall judge the situation as if the competitor had given permission to the company.

- 207.2.5 The FIS Council shall be informed of infractions or breaches of these rules that have taken place with regard to the qualification of competitors, sponsorship and advertising and support for the competitors, and shall review what measures to take to deal with cases.

## **208 Exploitation of Electronic Media Rights**

### **208.1 General Principles**

- 208.1.1 *Olympic Winter Games, Paralympic Winter Games and FIS World Championships*  
All Media rights to the Olympic Winter Games, Paralympic Winter Games and FIS World Championships belong to the IOC, IPC and to the FIS respectively, and are subject to separate contractual arrangements.

- 208.1.2 *Rights owned by the member National Ski Associations*  
Each FIS affiliated National Ski Association that organises events in its country which are included in the annual FIS calendars, retains ownership of the electronic media rights on those events Provided they enter into a Media Rights Centralisation Agreement (MRCA) for so long as that MRCA remains in full force and effect. In cases where a National Ski Association organises events outside its own

country, these rules also apply, subject to bi-lateral agreement with the National Ski Association of the country where the event takes place.

*If an NSA does not enter into an MRCA, FIS shall exclusively be entitled to enter into any agreement concerning the electronic media rights of World Cup events awarded to that NSA.*

*208.1.3 Promotion*  
Contracts shall be prepared in consultation with the FIS with the intention of giving the widest promotion and exposure to the sports of skiing and snowboarding and considering the best interests of the National Ski Associations.

**208.1.4**      *Access to Events*

For all competitions, admission of personnel and their equipment to the media areas will be limited to those having the necessary accreditation and access passes. Priority access will be given to rights holders and the system of accreditation and access control must avoid possible abuse by non-rights holders.

**208.1.5**      *Control by the FIS Council*

The FIS Council exercises control over the adherence to the principles of this Rule by National Ski Associations and all organisers. Should a contract or individual clauses thereof, create a major conflict of interest for the FIS, a member National Ski Association or its organiser, then this will be evaluated by the FIS Council. Full information will be provided so that the appropriate solution can be found.

**208.2**      **Definitions**

In the context of this rule the following definitions will apply:

“Electronic Media Rights” means the rights for Television, Radio, Internet and Mobile devices.

“Television rights” means the distribution of television images, both analogue and digital, comprising video and sound, by means of terrestrial transmitters, satellite, cable, fibre or wire for public and private viewing on television screens. Pay-per-view, subscription, interactive TV, video on demand services, IPTV or similar technologies, are also included in this definition.

“Radio rights” means the distribution and reception of radio programmes, both analogue and digital, over the air, by wire or via cable to devices, both fixed and portable.

“Internet” means access to images and sound through interconnected computer networks.

“Mobile and portable devices” means the provision of images and sound through a telephone operator and receivable on mobile telephone or other non fixed devices, such as Personal Digital Assistants.

**208.3**      **Television**

**208.3.1**      *Standard of production and promotion of competitions*

In the agreements concerning production with a TV organisation or agency acting as host broadcaster, the quality of TV transmissions for ski and snowboard events published in the FIS Calendar – especially for FIS World Cup competitions – must be considered. Of particular importance, while taking into consideration applicable national laws and rules affecting broadcasting, are:

- a) Top quality and optimal production of a TV signal (for live or deferred transmission depending on the event) in which sport is the centrepiece;
- b) Adequate consideration and appearance of venue advertising and event sponsors;

- c) A standard of production in conformity with the FIS TV Production Guidelines and appropriate to current market conditions for the discipline and to the level of the FIS competition series. This means live coverage of the entire event including the winner presentation for live transmission (unless circumstances determine that a live production is not provided). This coverage shall be produced in a neutral way, shall not concentrate on any athlete or nation and shall show all competitors
- d) The live international signal of the host broadcaster must include appropriate graphics in English, particularly the official FIS logo, timing and data information and results, and international sound.
- e) Where it is appropriate to the individual TV market, there should be live TV transmission in the country where the event takes place and in other countries with a high interest.

### 208.3.2

#### *Production and Technical Costs*

Except when otherwise agreed between the National Ski Association and the agency/company managing the rights, the cost of producing the television signal for the exploitation of the different rights will be borne by the broadcaster having acquired the rights in the country where the competition takes place or a production company mandated to produce the signal by the company owning the rights. In certain cases, the organiser or the National Ski Association may assume these costs.

For each of the different rights granted under this rule the technical expenses that are to be paid for by those organisations that have acquired the rights and which are seeking to access the television signal (original picture and sound without commentary), have to be agreed between the producing company or the agency/company managing the rights, as applicable. This also applies to any other production costs that may be requested.

### 208.3.3

#### *Short extracts*

Short extracts granting news access for non-rights holders are to be provided to television companies according to the following rules. It is noted that in a number of countries national legislation governs the showing of short extracts in news programmes.

These extracts may only be used in regularly scheduled news programmes and cannot be kept for archive purposes

- a) In those countries where legislation exists regarding news access to sporting events then this legislation will always hold precedence for reporting on FIS events.
- b) In those countries where no legislation exists regarding news access by competing networks and provided that agreements between the company managing the rights and the primary rights holder take precedence then short extracts of a maximum of 90 seconds news access will be granted to competing networks by the agency/company managing the rights for transmission four hours after the rights holding network has shown the competition. The use of this material will cease 48 hours after the end of the competition. If the rights holding network delays its transmissions by more than 72 hours from the end of the competition, then competing networks can show extracts of a maximum of 45 seconds commencing 48 hours after and ending 72 hours after the event itself. Any request to exploit short extracts shall be addressed to the agency/company managing the rights which shall grant to the broadcasters access to the short extracts subject to agreement regarding the technical costs incurred to receive the material.

- c) In those countries where no transmission rights have been purchased by a television company, all television organisations will be able to transmit short extracts of 45 seconds as soon as the material is available, subject to agreement with the agency/company managing the rights regarding the technical costs to be incurred to receive the material. Permission for the use of this material will expire after 48 hours.
- D) Short extracts will be produced by the host broadcaster or the agency/company managing the rights and distributed by that agency/company, taking into consideration 208.3.2 above.

## **208.4**

### **Radio**

The promotion of FIS events through radio programmes will be encouraged by making available accreditation to the principle radio station(s) in each interested country. Access to the venue will be granted solely to those radio organisations that have obtained the necessary contractual authorisation from the rights holder, and will be only for the production of radio (audio) programmes. If accepted by national practice and the authorisation is granted, these programmes can also be distributed on the internet site of the radio station.

## **208.5**

### **Internet**

Unless the contract for the sale of the Electronic Media Rights on FIS events states otherwise, each television rights holder that also acquires the internet rights, will ensure that video streams from its website other than short extracts are geoblocked against access from outside its own territory. Regularly scheduled news bulletins containing material of FIS events may be streamed on the rights holding broadcaster's website, provided no changes are made to the bulletin as transmitted in the original programme.

Video and audio material produced in public areas where accreditation, tickets or other permissions are not required to gain access must not contain race footage. It is recognised that new technology provides members of the public with the possibility to produce unauthorised video recordings that may be posted on websites. Appropriate information advising that the unauthorised production and use of video material is prohibited and that legal proceedings could be taken, will be shown at all entrances and printed on entrance tickets.

All National Ski Associations and the rights holders/agencies will give permission for short extracts to be placed on the FIS website for non-commercial use subject to the following conditions:

- a) When short extracts have not been acquired for Internet distribution the maximum duration of the news material from FIS competitions will be 30 seconds per discipline/per session and will be accessible on the FIS website until 48 hours after the end of the competition. The financial conditions relating to the provision of this material will be agreed between the FIS and the rights owner.
- b) The material will be provided by the rights owner or host broadcaster as soon as possible, but at the latest six hours after the end of the competition.

## **208.6**

### **Mobile and portable devices**

In the cases where the rights for distribution by mobile and portable devices have been awarded, the rights purchaser/operator will be free to produce from the television signal the content it considers best meets the needs of its customers. Any live streaming of television programmes on a national basis using these devices shall not be altered from that available through other distribution channels.

In countries where no mobile distribution rights have been sold, short extracts or clips of a maximum duration of 20 seconds will be offered to operators when the material has been produced and for a period of 48 hours on the condition that the

operators pay all related technical costs to the agency/company managing the rights.

## **208.7 Future developments**

The principles contained in this Rule 208 shall be the basis for the exploitation of Electronic Media Rights to FIS events in the future. The FIS Council, on the recommendation of the National Ski Associations, the relevant commissions and experts, will establish the conditions considered appropriate to each new development.

## **209 Film Rights**

All agreements regarding film productions of FIS competitions will be between the film producer and the National Ski Association or the company managing the related rights. All contractual arrangements regarding the exploitation of other media rights will be respected.

## **210 Organisation of Competition**

### **211 The Organisation**

#### **211.1 The Organiser**

211.1.1 The Organiser of a FIS competition is the person or group of persons who make the necessary preparations and directly carry out the running of the competition in the resort.

211.1.2 If the National Ski Association itself is not the competition organiser, it may appoint an affiliated club to be the organiser.

211.1.3 The organiser must ensure that accredited persons accept the regulations regarding the competition rules and Jury decisions, and in World Cup races the organiser is obliged to obtain the signature of all persons who do not have a valid FIS season accreditation to this effect.

#### **211.2 The Organising Committee**

The Organising Committee consists of those members (physical or legal) who are delegated by the organiser and by the FIS. It carries the rights, duties and obligations of the organiser.

211.3 Organisers which hold competitions involving competitors not qualified under art. 203 - 204 have violated the International Competition Rules and measures are to be taken against them by the FIS Council.

## **212 Insurance**

212.1 The organiser must take out liability insurance for all members of the Organising Committee. The FIS shall provide its employees and appointed officials, who are not members of the Organising Committee (e.g. equipment controller, medical supervisor, etc.), with liability insurance when they are acting on behalf of the FIS.

212.2 Before the first training day or competition, the organiser must be in possession of a binder or cover notes issued by a recognised insurance company and present it to the Technical Delegate. The Organising Committee requires liability insurance with coverage of at least CHF 1 million; whereby it is recommended that this sum



is at least CHF 3 million; this sum can be increased according to decisions of the FIS Council (World Cup etc).

Additionally, the policy must explicitly include liability insurance claims by any accredited participant, including competitors, against any other participant including but not limited to officials, course workers, coaches, etc.

212.3 The Organiser respectively its' National Ski Association may request the FIS insurance broker to arrange cover for the competition (at the cost of the Organiser) if the organiser does not have the necessary insurance cover in place.

212.4 All competitors participating in FIS events must carry accident insurance, in sufficient amounts to cover accident, transport and rescue costs including race risks as well as an appropriate third-party liability insurance. The National Associations are responsible for adequate insurance coverage of all their competitors sent and inscribed by them.

The National Ski Association or their competitors must be able to show proof of the respective insurance coverage at any time on request of the FIS, one of its representatives or the organising committee.

212.5 All trainers and officials inscribed and sent to FIS events by a National Association must carry accident and third-party liability insurance, in sufficient amounts to cover accident, transport and rescue costs from damages caused. The National Ski Association or their trainers and officials must be able to show proof of the respective insurance coverage at any time on request of the FIS, one of its representatives or the organising committee.

## **213 Programme**

A programme must be published by the organisers for each competition listed in the FIS Calendar which must contain the following:

213.1 name, date and place of the competitions, together with information on the competition sites and the best ways of reaching them,

213.2 technical data on the individual competitions and conditions for participation,

213.3 names of principal officials,

213.4 time and place for the first team captains' meeting and the draw,

213.5 timetable for the beginning of the official training and the start times,

213.6 location of the official notice board,

213.7 time and place for the prize-giving,

213.8 final date of entry and address for entries, including telephone, telefax and e-mail address.

## **214 Announcements**

214.1 The Organising Committee must publish an announcement for the event. It must contain the information required by art. 213.

214.2 Organisers are bound by the rules and decisions of the FIS in limiting the number of entries. A further reduction in entries is possible under art. 201.1 provided it is made clear in the announcement.

214.3 Postponements or cancellations of competitions and programme alterations must be communicated immediately by telephone, e-mail or telefax to the FIS, all invited

or entered National Ski Associations and the appointed TD. Competitions moved to an earlier date must be approved by the FIS.

## **215 Entries**

- 215.1 All entries must be sent so that the Organising Committee receives them before the final date of entry. The organisers must have a final and complete list not later than 24 hours before the first draw.
- 215.2 National Ski Associations are not permitted to enter and draw the same competitors in more than one competition on the same date.
- 215.3 Only National Ski Associations are entitled to make entries for international competitions. Every entry should include:
- 215.3.1 code number, name, first name, year of birth, National Ski Association;
- 215.3.2 an exact definition of the event for which the entry is made.
- 215.4 Entries for FIS World Championships (see Rules for the Organisation of FIS World Championships).
- 215.5 The entry of a competitor by the National Ski Association for a race shall constitute a contract solely between the competitor and the organiser and shall be governed by the Athletes Declaration.

## **216 Team Captains' Meetings**

- 216.1 The time and location of the first team captains' meeting and of the draw must be shown in the programme. The invitations for all other meetings have to be announced to the team captains at their first meeting. Emergency meetings must be announced in good time.
- 216.2 Representation by a substitute from another nation during discussions at team captains' meetings is not allowed.
- 216.3 The team captains and trainers must be accredited by the organisers according to quota.
- 216.4 Team captains and trainers must obey the ICR and the decisions of the Jury and must behave in a proper and sportsmanlike manner.

## **217 Draw**

- 217.1 Competitors' starting order for each event and each discipline is decided according to a specific formula by draw and/or point order.
- 217.2 The competitors entered by a National Ski Association will only be drawn if provided written entries have been received by the organiser before the closing date.
- 217.3 If competitors are not represented at the draw by a team captain or trainer, they will only be drawn if it is confirmed by telephone, telegram, e-mail or telefax by the beginning of the meeting that the competitors who are entered will participate.
- 217.4 Representatives of all the nations taking part must be invited to the draw.
- 217.5 If a competition has to be postponed by at least one day, the draw must be done again.

## **218 Creation and Distribution of Digital Content**

### **218.1 Introduction**

Information and data are an essential part of understanding and presenting sport, both as a means of measuring and reporting on athletic performance and communicating and promoting sport to the public. FIS, as the international body governing the sports of Skiing and Snowboarding, and with the cooperation of its National Ski Associations, is entrusted with the development, management and accuracy of data related to their common activities.

As an important part of the promotion of Skiing and Snowboarding, FIS encourages National Ski Associations to provide their members, stakeholders and fans with data and information related to FIS activities.

All National Ski Associations are encouraged to provide general information relating to the events and competitions on the FIS calendar, for use by interested parties.

The purpose of this Rule is to define digital content and identify how it can be exploited.

### **218.2 Definition of Digital Content**

Digital Content shall mean all information related to FIS activities, which is made available in a digital form.

Digital Content is comprised of two elements:

- basic written digital content that is freely available, in the public domain and can be used without restriction. This includes documentary archives, reports, rules, official calendars, start and results lists including names of competitors, competition and venue information, running orders, statistics, rankings and standings and information regarding weather conditions, and
  - specialist digital content which includes real time information provided by the Official Data and Timing Providers, athlete biographical information and performance data, event and other related content produced by stakeholders, including content on the social media sites of athletes, sponsors and officials
- Also included are all video archives for which exploitation rights are available.

Digital content includes all formats, together with any graphical, textual, video or other representations of such data, information and statistics.

### **218.3 Ownership of Digital Content**

The ownership of digital content is determined by the relevant permissions and the contractual relationship, if any, under which such content has been produced and the conditions to be applied for its exploitation.

### **218.4 Use of Specialist Digital Content**

The development of digital technology has made it possible for the consumer to have instant access to specialist digital content that enhances the viewing experience and interest in sport.

Access to moving pictures can stimulate interest in FIS competitions, and the inclusion of live timing and data feeds adds to the attraction of any video production. Use of the live timing and data feeds on World Cup and World Championships competitions is subject to obtaining the agreement of the owner of these feeds.

## **218.5 Access to Specialist Digital Content**

Each party seeking to access specialist digital content must find an agreement with the owner/rights holder of the digital content and defining the terms and conditions under which this content can be used. In all cases, and particularly with regard to personal data, a strict adherence to the GDPR or other equivalent law or regulation must be enforced.

FIS shall advise anyone seeking to use specialist digital content, the name of the owner/rights holder and provide contact numbers.

Should individual owners/rights holders of specialist digital content consider it appropriate, their content could be bundled and offered centrally to the market using the FIS as their representative.

## **218.6 Review**

In view of constant change and development in technology this rule will be kept under constant review and when appropriate updated on a regular basis.

## **219 Prizes**

219.1 The detailed rules concerning the awarding of prizes will be published by the FIS. Prizes shall consist of mementos, diplomas, cheques or cash. Prizes for records are forbidden. The FIS Council decides in the autumn on the minimum respectively maximum values of the prize money approximately one and a half years before the competition season. The organisers have to inform the FIS by October 15th of the amount.

219.2 If two or more competitors finish with the same time or receive the same points, they shall be given the same placing. They will be awarded the same prizes, titles or diplomas. The allocation of titles or prizes by drawing lots or by another competition is not allowed.

219.3 All prizes are to be awarded no later than the final day of a competition or event series.

## **220 Team Officials, Coaches, Service Personnel, Suppliers and Firms' Representatives**

In principle these regulations apply to all disciplines, taking into consideration the special rules.

220.1 The Organising Committee of an event must provide the Technical Delegate with a list of persons accredited to the competition.

220.2 It is forbidden for suppliers and for persons in their service to advertise inside the restricted area or to wear clearly visible commercial markings on their clothing or equipment which do not conform with art. 207.

220.3 Team officials accredited service personnel and suppliers receive from the FIS an official FIS accreditation and must perform their specified function. The individual organisers are free to accredit additional company representatives or other important persons.

220.4 Only persons who have the official FIS accreditation or a special accreditation from the organiser for course or jumping-hill have access to the courses and jumping-hills (according to special rules of the discipline).

## **220.5 The Different Types of Accreditation**

- 220.5.1 Technical Delegates, the Jury, and the persons mentioned in art. 220 with clearly visible accreditation have access to the courses and jumping-hills.
- 220.5.2 Servicemen attached to teams are permitted entry to start area and service area at the finish. They are not allowed entry to the courses or jumping-hills.
- 220.5.3 Company representatives accredited at the discretion of the organisers who do not have FIS accreditation are not permitted entry to the courses and restricted service areas.

## **221 Medical Services, Examinations and Doping**

- 221.1 National Ski Associations are responsible for the fitness of their competitors to race. All competitors, male and female are required to undergo a thorough evaluation of their medical health. This evaluation is to be conducted within the competitor's own nation.
- 221.2 If requested by the FIS Medical Committee or its representative, competitors must undergo a medical examination before or after the competition.
- 221.3 Doping is forbidden. Any offence under these [FIS Anti Doping Rules](#) will be punished under the provisions of the FIS Anti-Doping Rules.
- 221.4 Doping controls may be carried out at any FIS competition (as well as out-of competition). Rules and procedures are published in the [FIS Anti-Doping Rules and FIS Procedural Guidelines](#).

### **221.5 Gender of the Competitor**

If any question or protest arises as to the gender of the competitor, FIS shall assume responsibility for taking the necessary steps to determine the gender of the competitor.

### **221.6 Medical Services Required from Event Organisers**

The health and safety of all those involved in a FIS competition is a primary concern of all event Organisers. This includes the competitors as well as volunteers, course workers and spectators.

The specific composition of the medical support system is dependent on several variables:

- The size, level, type of the event being held (World Championships, World Cup, Continental Cup, FIS-level, etc.) together with the local medical standards of care and geographic locations and circumstances.
- The estimated number of competitors, support staff and spectators
- The scope of responsibility for the Event Medical Organisation (competitors, support staff, spectators) should also be determined.

The Organiser / The Chief of Medical and Rescue Services must confirm with the Race Director or technical delegate that the required rescue facilities are in place before starting the official training or competition. In the event of an incident, or issue that prevents the primary medical plan from being utilized, the back up plan must be in place before recommencing the official training or competition.

The specific requirements concerning facilities, resources, personnel and team physicians are contained in the respective discipline rules and the [FIS Medical Guide](#).

## **222 Competition Equipment**

- 222.1 A competitor may only take part in a FIS competition with equipment which conforms to the FIS Regulations. Competitors are responsible for the equipment that they use (skis, snowboard, bindings, ski boots, suit, etc). It is their duty to check that the equipment they use conforms to the FIS specifications and general safety requirements and is in working order.
- 222.2 The term competition equipment encompasses all items of equipment which the competitor uses in competitions. This includes clothing as well as apparatus with technical functions. The entire competition equipment forms a functional unit.
- 222.3 All new developments in the field of competition equipment must be approved in principle by the FIS.  
The FIS does not take any responsibility for the approval of new technical developments, which at the time of introduction may contain unknown risk to the health or cause an increase in the risk of accidents.
- 222.4 New developments must be submitted by May 1<sup>st</sup>, (Grass Ski August 1<sup>st</sup>) at the latest, for the following season. The first year new developments can only be approved provisionally for the following season and must be finally confirmed prior to the subsequent competition season.
- 222.5 The Committee for Competition Equipment publishes equipment by-laws after approval by the FIS Council (definitions or descriptions of the equipment items which are allowed).  
In principle unnatural or artificial aids which modify the performance of the competitors and/or constitute a technical correction of the individual's physical predisposition to a defective performance, as well as competition equipment which impact the health of the competitors or increase the risk of accidents are to be excluded. This article does not apply to Para athletes.
- 222.6 Controls**  
Before and during the competition season or on submission of protests to the Technical Delegate at the competition concerned, various controls can be carried out by members of the Committee for Competition Equipment or official FIS Equipment Controllers. Should there be a well-founded suspicion that regulations were violated, the equipment items must be confiscated immediately by the controllers or Technical Delegates in the presence of witnesses and be forwarded sealed to the FIS, which will submit the items to a final control by an officially recognised institution. In cases of protest against items of the competition equipment, the losing party will bear the investigation costs.  
No testing of equipment or material in independent laboratories may be requested at races where a FIS Technical Expert has performed the controls, unless it can be demonstrated that the controls have not been carried out according to the rules.
- 222.6.1 At all FIS events where official FIS measurement experts using the official FIS measurement tools are appointed, the result of measurements carried out at the time are valid and final, irrespective of previous measurements.
- 222.7 Prohibited of scientific and medical Equipment at FIS Events**  
It is prohibited for any National Ski Association, its representative or team members to bring and/or use any of the following scientific or medical equipment ("Equipment") into/at any Event Venue during FIS World Championships, World Cups and other competitions registered in the FIS Calendar:

- Oxygen tanks, cylinders and related devices;
- Hypoxic or hyperoxic tents, chambers and related devices;
- Cryogenic chambers for whole body cryotherapy and related devices.

It is the responsibility of the National Ski Association to ensure compliance with this Article 222.7 by all its representatives or team members. Failure to respect this Article 222.7 will be subject to Penalties provided by Article 223.3. In case of recurrence, disqualification of an athlete shall be imposed irrespectively of whether the violation of this provision would result in an advantage for the Athlete(s) with regard to the end result of the competition.

In addition to the sanctions listed above, the FIS may order the immediate removal of the Equipment from the Event Venue at the costs of the responsible NSA.

## **222.8 Fluorinated Ski Wax Prohibition**

Use of fluorinated wax or tuning products containing fluorine is prohibited for all FIS disciplines and levels.

Fluorinated wax can be a competitive advantage and its use in competition will result in disqualification. (see competition rules and equipment specifications.)

## **223 Sanctions**

### **223.1 General Conditions**

*223.1.1 An offence for which a sanction may apply and a penalty be imposed is defined as conduct that:*

- is in violation or non-observance of competition rules, or
- constitutes non-compliance with directives of the jury or individual members of the jury in accordance with 224.2 or
- constitutes unsportsmanlike behaviour

*223.1.2 The following conduct shall also be considered an offence:*

- attempting to commit an offence
- causing or facilitating others to commit an offence
- counselling others to commit an offence

*223.1.3 In determining whether conduct constitutes an offence consideration should be given to:*

- whether the conduct was intentional or unintentional,
- whether the conduct arose from circumstances of an emergency

*223.1.4 All FIS affiliated associations, including their members registered for accreditation, shall accept and acknowledge these rules and sanctions imposed, subject only to the right to appeal pursuant to the FIS Statutes and ICR*

### **223.2 Applicability**

#### *223.2.1 Persons*

These sanctions apply to:

- all persons who are registered with or accredited by the FIS or the organiser of an event published in the FIS calendar (an event) both within and out with the confines of the competition area and any location connected with the competition, and
- all persons who are not accredited, within the confines of the competition area

## **223.3 Penalties**

**223.3.1** *The commission of an offence may subject a person to the following penalties:*

- Reprimand - written or verbal
- Withdrawal of accreditation
- Denial of accreditation
- Monetary fine not more than CHF 100'000.--
- A time penalty

**223.3.1.1** FIS-affiliated associations are liable to the FIS for the payment of any fines and incurred administrative expenses imposed on persons whose registration or accreditation they arranged.

**223.3.1.2** Persons not subject to art 223.3.1.1 are also liable to the FIS for fines and incurred administrative expenses. If such persons do not pay these fines, they shall be subject to a withdrawal of any permission to apply for accreditation to FIS events for a period of one year.

**223.3.1.3** Payment of fines is due within 8 (eight) days following their imposition.

**223.3.2** *All competing competitors may be subject to the following additional penalties:*

- Disqualification
- Impairment of their starting position
- Forfeiture of prizes and benefits in favour of the organiser
- Suspension from FIS events

**223.3.3** Competitors shall only be disqualified if their mistake would result in an advantage for them with regard to the end result, unless the Rules state otherwise in an individual case.

**223.4** A jury may impose the penalties provided in 223.3.1 and 223.3.2, however they may not impose a monetary fine of more than CHF 5'000.-- or suspend a competitor beyond the series of FIS event at which the offence occurred.

**223.5** **The following Penalty decisions may be given verbally:**

- reprimands
- the withdrawal of accreditation for the current event from persons who had not been registered with the organiser through their National Associations
- the withdrawal of the accreditation for the current event from FIS-accredited persons
- the denial of accreditation to the current event from persons who are within the confines of the competition area or any other location connected with the competition.

**223.6** **The following Penalty decisions shall be in writing:**

- monetary fines
- disqualification
- impaired starting position
- competition suspensions
- withdrawal of accreditation from persons who had been registered through their National Association
- withdrawal of accreditation of FIS accredited persons

**223.7** Written Penalty decisions must be sent to the offender (if it is not a competitor), the offender's National Association and the Secretary General of FIS.

**223.8** Any disqualification shall be recorded in the Referee's and/or the TD's Report.

**223.9** All penalties shall be recorded in the TD's Report.



## **224 Procedural Guidelines**

### **224.1 Competence of Jury**

The Jury at the event has the right to impose sanctions according to the above rules by majority vote. In the case of a tie, the Chair of the Jury has the deciding vote.

224.2 Within the location, especially during the training and the competition period, each voting Jury member is authorised to issue oral reprimands and withdraw the accreditation which is issued for the current event.

### **224.3 Collective Offences**

If several persons commit the same offence at the same time and under the same circumstances, the Jury's decision as to one offender may be considered binding upon all offenders. The written decision shall include the names of all offenders concerned, and the scope of the penalty to be assessed upon each of them. The decision will be delivered to each offender.

### **224.4 Limitation**

A person shall not be sanctioned if proceedings to invoke such sanction have not been commenced against that person within 72 hours following the offence.

224.5 Each person who is a witness to an alleged offence is required to testify at any hearing called by the Jury, and the Jury is required to consider all relevant evidence.

224.6 The Jury may confiscate objects that are suspected of being used in violation of equipment guidelines.

224.7 Prior to the imposition of a penalty (except in cases of reprimands and withdrawal of accreditation according to 223.5 and 224.2), the person accused of an offence shall be given the opportunity to present a defence at a hearing, orally or in writing.

### **224.8 All Jury decisions shall be recorded in writing and shall include:**

224.8.1 The offence alleged to have been committed

224.8.2 The evidence of the offence

224.8.3 The rule (s) or Jury directives that have been violated

224.8.4 The penalty imposed.

224.9 The penalty shall be appropriate to the offence. The scope of any penalty imposed by the Jury must consider any mitigating and aggravating circumstances.

### **224.10 Remedies**

224.10.1 Except as provided for in 224.11, a penalty decision of the Jury may be appealed in accordance with the provisions in the ICR.

224.10.2 If an appeal is not filed within the deadline established in the ICR, the penalty decision of the Jury becomes final.

### **224.11 The following decisions of the Jury are not subject to appeal:**

224.11.1 Oral penalties imposed under 223.5 and 224.2

224.11.2 Monetary fines less than CHF 1'000.-- (One Thousand Swiss Francs) for single offence and a further CHF 2'500.-- for repeated offences by the same person.

- 224.11.3 Sanctions imposed on competitors in competition formats where 2 or more competitors simultaneously compete against one another in the field of play and where elimination heats lead to the determination of the final results.
- 224.12 In all remaining cases, appeals are to be directed to the Appeals Commission, as per the ICR.
- 224.13 The Jury shall have the right to submit to the Appeals Commission recommendations for penalties in excess of monetary fines of CHF 5'000.- and suspensions beyond the event in which the offence occurred (223.4).
- 224.14 FIS Council shall have the right to submit to the Appeals Commission comments with respect to any written penalty decisions by the Jury.
- 224.15 Costs of Proceedings**  
Fees and cash expenses, including travel expenses (costs of the proceedings) are to be calculated comparable to costs paid to TD's and are to be paid by the offender. In the case of a reversal of Jury decisions, in whole or in part, the FIS covers all costs.
- 224.16 Enforcement of Monetary Fines**
- 224.16.1 The FIS oversees the enforcement of monetary fines and the costs of proceedings. Enforcement costs are considered costs of the proceedings.
- 224.16.2 Any outstanding monetary fines imposed on an offender is considered a debt of the National Association to which the offender is a member.
- 224.17 Benefit Fund**  
All monetary fines are paid into the FIS Youth Promotion Fund.
- 224.18 These rules are not applicable to any violation of FIS Doping rules.
- 225 Appeals Commission**
- 225.1 Appointments**
- 225.1.1 The FIS Council shall appoint from the Discipline Sub-Committee for Rules (or Discipline Committee if there is no Rules Sub-Committee) a Chair and a Vice Chair of the Appeals Commission. The Vice Chair shall preside when the Chair is either unavailable or is disqualified for bias and prejudice.
- 225.1.2 The Chair shall appoint 3 members to the Appeals Commission from the Discipline Rules Sub-Committee or Discipline Committee for each case appealed or submitted to be heard, which may include the Chair, whose decisions shall be by majority vote.
- 225.1.3 To avoid either actual bias and prejudice or the appearance of bias and prejudice, members appointed to an Appeals Commission shall not be members of the same National Association as the offender whose case is under appeal. In addition, members appointed to an Appeals Commission must report voluntarily to the Chair any bias and prejudice they may hold for or against the offender. Persons who are biased and prejudiced shall be disqualified from serving on the Appeals Commission by the Chair or, in the event the Chair is disqualified, by the Vice Chair.
- 225.2 Responsibility**
- 225.2.1 The Appeals Commission shall only hold hearings with respect to appeals by offenders or by the FIS Council from decisions of competition juries, or matters

referred to it by competition juries recommending penalties in excess of those provided for in the Sanction rules.

## **225.3 Procedures**

- 225.3.1 The Appeal must be decided within 72 hours of receipt of the Appeal by the Chair, unless all parties involved in the Appeal agree in writing to an extension of time for the hearing.
- 225.3.2 All appeals and responses must be submitted in writing, including any evidence the parties intend to offer in support of or in response to the Appeal.
- 225.3.3 The Appeals Commission shall decide on the location and format for the Appeal (phone conference, in person, e-mail exchanges).  
The Appeals Commission members are required to respect the confidentiality of the appeal until the decision is made public and to consult only with the other members of the panel during the deliberations.  
The Chair of the Appeals Commission may request additional evidence from any of the parties involved, providing this does not require disproportionate means.
- 225.3.4 The Appeals Commission shall allocate costs of the appeal pursuant to 224.15.
- 225.3.5 Decisions of the Appeals Commission may be announced orally at the conclusion of the deliberations or hearing should one take place. The decision, together with its reasoning, shall be submitted in writing to the FIS, which shall deliver them to the parties involved, their National Associations and all members of the Jury whose decision was appealed. In addition, the written decision shall be available at the FIS Office.

## **225.4 Further Appeals**

- 225.4.1 Decisions of the Appeals Commission may be appealed to the Court of Arbitration CAS for Sports (CAS) in accordance with Article 16.7.6 of the Statutes.
- 225.4.2 Appeals to the CAS shall be in accordance with the Code of Sports-related Arbitration.
- 225.4.3 An Appeal to the Appeals Commission or to the CAS will not delay the implementation of any penalty decision of the Competition Jury, Appeals Commission or Council.

## **226 Violation of Sanctions**

Where there is a violation of a sanction that has been imposed (according to ICR 223 or the FIS Anti-Doping Rules, the Council may impose such further and other sanctions that it considers appropriate.

In such cases, some or all of the following sanctions may apply:

### **226.1 Sanctions against individuals involved:**

- a written reprimand;  
*and/or*
- a monetary fine not to exceed the sum of CHF 100'000.--  
*and/or*
- competition suspension at the next level of sanction - for example if a three month suspension for a doping offence was imposed, a violation of the suspension will cause a two year suspension; if a two year suspension for a doping offence was imposed, a violation of the suspension will cause a lifetime suspension;  
*and/or*

- withdrawal of accreditation from individuals involved.

## **226.2**

### **Sanctions against a National Ski Association:**

- withdrawal of FIS funding to the National Ski Association;  
*and/or*
- cancellation of future FIS events in the country involved;  
*and/or*
- withdrawal of some or all FIS membership rights, including participation in all FIS calendar competitions, voting rights at the FIS Congress, membership of FIS Committees.

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## **2<sup>nd</sup> Section**

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### **Rules Common to Snowboard, Freestyle, Freeski and Ski Cross Competitions**

For the technical organisation of the Olympic Winter Games and FIS World Championships (Snowboard, Freestyle, Freeski and Ski Cross competitions) the rules of the Snowboard, Freestyle, Freeski and Ski Cross FIS World Cup shall be valid, where not otherwise specified in this ICR.

### **INTERPRETATION**

#### **General Principle**

- (1) These rules shall be liberally construed to secure the just and most expeditious determination of matters taking into consideration fairness, safety and the best interests of the sport and the athlete.

#### **Matters Not Provided For**

- (2) Where matters are not provided for in these rules decisions shall be determined by analogy to them.

## **2000 Organisation**

Reference is made to Article 211.

## **2001 Organiser's Contract**

### **2001.1 Competition Organiser Appointed**

In the event that the National Ski and Snowboard Association appoints a competition organiser, it shall do so by means of a contract in the form satisfactory to FIS.

### **2001.2 No Competition Organiser Appointed**

In the event that the National Ski and Snowboard Association does not appoint a competition Organiser, it shall execute a contract with FIS.

## **2002 Organising Committee**

### **2002.1 Composition**

The Organising Committee consists of those members (physical or legal) who are delegated by the Organiser and by the International Ski and Snowboard Federation. It carries the rights, duties and obligations of the Organiser. (See 211.2)

- 2002.2 The Organising Committee must assume all responsibility for ensuring that the details involved in hosting a FIS authorized competition are properly controlled, including but not limited to all technical matters, selection and preparation of courses. Efficient communications with all individuals and participating associations are essential to a well-planned competition.

- 2002.3 The Organising Committee should provide a service to all participants and guests, which provides information and material regarding accommodation and travel details. This information should be circulated in advance to ensure availability.

2002.4 The Organising Committee is responsible for providing results in approved electronic form to the FIS Office and those nations participating in the competition immediately upon availability. Only if there has been a delay may the results be made available the day after the competition. The communication of results on the same day is the responsibility of the representatives from each nation.

## **2003 Appointments by the International Ski and Snowboard Federation**

The International Ski and Snowboard Federation appoints the Technical Delegate (may not be an organiser – except at national or regional level) and the Head Judge (for the judged events) for all competitions and, if required, the Race Director (RD)/Contest Director (CD) and:

### **2003.1 In World Cup Competitions:**

- the Technical Delegate
- the Race Director/Contest Director
- the Referee for Cross and SB Alpine
- the Head Judge and Judges for HP, SS, BA, RE, MO, DM and AE
- the Assistant Referee for Ski Cross.

### **2003.2 In Continental Cup Competitions:**

- the Technical Delegate
- the Head Judge and Judges for HP, SS, BA, RE, MO, DM and AE

### **2003.3 For the Olympic Winter Games, FIS World Championships and FIS Junior World Championships:**

- all Jury members and Judges

2003.4 In all other competitions the Technical Delegate or the Organising Committee appoints and in either case the TD confirms the appointment of:

- the Referee

2003.5 The Judges for a competition will be a group of qualified individuals. For international competitions, FIS will appoint the panel of judges.

2003.6 By these appointments the officials mentioned above become members of the Organising Committee.

## **2004 Appointments by the Organiser**

The organiser appoints all other members of the Organising Committee (except TD and Judges). The Chair represents the committee in public, leads the meetings and makes decisions concerning all matters that are not made by other persons or groups. Before, during and after competition he/she works closely with the International Ski and Snowboard Federation and their appointed officials. The Chair takes on all other duties that are necessary for carrying out the competition. The following officials must be appointed.

### **2004.1 The Chief of Competition**

The Chief of Competition supervises the work of all course officials, summons the meetings of the competition committee for consideration of technical questions and generally acts as Chair of the team captains' meetings after consultation with the Technical Delegate and Jury members.

- 2004.2      The Chief of Course**  
The Chief of Course is responsible for the preparation of the courses in accordance with the directives and decisions of the Jury. He/she must be familiar with local snow conditions on the terrain concerned.
- 2004.3      Chief of Results**  
The Chief of Results is responsible for the coordination of officials, including timing, calculations and in the judged events checks the scoring results along with the Head Judge. In timed events, the Chief of Results or a special assistant along with the Jury will decide the interval between starts.
- 2004.4      The Competition Secretary**  
The Competition Secretary is responsible for all secretarial work for all aspects of the competition and amongst others receiving the entries and preparing the draw. They must ensure that the official results contain the information required by the rules for the specific Event. They are responsible for the minutes of the competition committee, Jury and team captains' meetings. They must ensure that all forms for start, finish, timing, calculations, and gate judging are well prepared, and handed over to the officials concerned in good order at the proper time. They must facilitate the calculation of the results in cooperation with the Chief of Results and ensure that they are duplicated and published as quickly as possible after the completion of the competition (see 2002.4).
- 2004.5      The Chief of Medical and Rescue Services**  
Refer to the FIS Medical Guide 1.3.1.
- 2004.6      First Aid and Medical Service**  
Refer to the Chapter 1 of the FIS Medical Guide containing Medical Rules and Guidelines.
- 2005      Information and Hosting Duties of the Organising Committee**
- 2005.1      The Organising Committee is responsible to provide all relevant information and materials to the parties concerned (see art. 212, 213 and 214). Information about accommodation and travel details should be circulated at least two (2) months prior to the competition.
- 2005.2      For NC and FIS level competitions, the Organising Committee must state in the Event Programme, as per Rule 213.8, a final date of entry not exceeding 14 (fourteen) days before the first official training or competition day and post it on the FIS website. For CoC, World Cup, WSC and OWG the deadlines will be defined in the specific Rule Books of each competition level.
- 2006      Basic Costs of the Organising Committee**
- 2006.1      The Organising Committee must pay the FIS Calendar fees of the competition according to the Rules for the FIS Calendar, FIS Calendar and Registration Fees.
- 2006.2      The Organising Committee must compensate the Judges according to the current policy of FIS.
- 2006.3      The Organising Committee must compensate the FIS Technical Delegate according to the current policy of FIS.

2006.4 The Organising Committee must provide accommodation and full board for any other FIS appointed Officials not mentioned under 2006.2 & 2006.3.

## **2007 The Jury**

2007.1 Every competition shall have a Jury consisting of at least three persons including the Technical Delegate and Chief of Competition. Other members of the Jury are defined for each Event, within the rules for that Event.  
Each Jury member has one vote with the Chair having the deciding vote in case of a tie. See rule 2007.5.1

2007.1.1 A competitor cannot be a member of the Jury.

2007.1.2 At the World University Games the FISU Technical Committee Chair, as approved by FIS, has a voting right as a member of the jury.

2007.1.3 *Members of the Jury must be from different countries as follows:*

### **3 different countries**

Olympic Winter Games  
World Cup  
World Championships  
Junior World Championships

### **2 different countries**

Continental Cups  
FIS International competitions

## **2007.2 Appointment of the Jury for Olympic Winter Games and FIS World Championships**

2007.2.1 *The FIS Council appoints:*

- the Technical Delegate
- the Referee
- the Head Judge
- the Judges
- the Start Referee
- the Finish Referee
- the Video Controller

2007.2.2 The TD-Working Group proposes qualified TDs as Jury members to the Snowboard Freestyle Freeski Committee, who in turn submit the names to the FIS Council for approval.

In order to qualify, a proposed member must hold a valid licence as a Technical Delegate of FIS and be supported by their National Ski and Snowboard Association.

2007.2.3 The Judges Working Group proposes qualified Head Judges and Judges to the Snowboard Freestyle Freeski Committee, who in turn submits the names to the FIS Council for approval

In order to qualify, a proposed Head Judge or Judge must hold a valid FIS licence, meet all other qualification requirements of FIS and be supported by their National Ski and Snowboard Association.

2007.2.4 The organising National Ski and Snowboard Association submits its proposal for the Chief of competition in the Organising Committee to the Council for approval.

2007.2.5 All members of the Jury must be able to understand each other in one and the same FIS language and be positioned on the course at all times and be in communication with one another.



- 2007.2.6 For Olympic Winter Games and FIS World Championships a visiting nation can be represented on the Jury by only one FIS Council approved member (including the TD).
- 2007.3 Appointment of the Jury for International Competitions (see also WC and COC rules)**
- 2007.3.1 FIS appoints the Technical Delegate and, for judged Events, the Head Judge.
- 2007.3.2 *The TD appoints*
- the Referee, wherever defined for the specific Event, for Competitions below the WC
  - Substitute Jury members in case of force majeure.
- 2007.3.3 For international women's competitions, the Jury should include women (minimum one).
- 2007.3.4 The appointment of the Chief of Competition requires the endorsement of the organising National Ski and Snowboard Association.
- 2007.4 Tenure of the Jury**
- 2007.4.1 The appointed Jury members gather for their first meeting prior to the first Team Captains meeting.
- 2007.4.2 The active duty of the Jury begins with its first meeting and ends, if no protest is submitted, at the expiration of the protest deadline, otherwise after dealing with all submitted protests.
- 2007.5 Voting**
- 2007.5.1 *The Chair of the Jury conducts the meetings, has a vote and also has the deciding vote in case of a tie.*
- 2007.5.2 Every decision requires a majority of all members of the Jury, not just of those present.
- 2007.5.3 Written minutes are to be kept of all meetings and decisions of the Jury and signed by each individual member of the Jury, with each individual vote on decisions recorded. They must be verified by the Chair of the Jury and written in at least one official language of FIS.
- 2007.5.4 The minutes must be written in at least one of the FIS languages (English, French or German).
- 2007.5.5 In cases where an immediate decision must be made and it is not possible to convene the entire Jury, each member of the Jury has the right, prior to or during the competition, to make decisions which according to the rules per se are reserved to the Jury as a whole; but only provisionally with the obligation to have the decision confirmed by the Jury as soon as possible.
- 2007.6 Duties of the Jury**
- 2007.6.1 Prior to commencement of the first official training or competition, the Jury shall meet to inspect and approve the course.
- 2007.6.2 The Jury monitors the adherence to the rules throughout the entire competition, including the official training.

<b>2007.7</b>	<b>Questions not Covered by Rule</b> The Jury takes decisions on all questions not resolved by the ICR.
<b>2007.8</b>	<b>Jury Channel</b> The Jury must be provided with radios, with at least one channel reserved exclusively for Jury use.
2007.9	FIS can impose sanctions against a Jury or individual Jury members.
<b>2008</b>	<b>The Technical Delegate (TD)</b>
<b>2008.1</b>	<b>Definition</b>
2008.1.1	The Technical Delegate is the official representative of the FIS for all matters concerning the correct conduct of the competition according to the applicable rules.
2008.1.2	<i>The primary duties of the TD</i> <ul style="list-style-type: none"> <li>- to make sure that the rules and directions of FIS are followed</li> <li>- to represent the interests of all competitors, both present and absent, in applying the rules in a fair and impartial manner</li> <li>- to advise the organisers in the execution of their duties.</li> </ul>
2008.1.3	<i>Responsibility</i> The TD structure comes under the responsibility of the Snowboard Freestyle Freeski Committee. The TD Working Group for Technical Delegates exercises this authority.
2008.1.4	<i>Prerequisites</i> The TD must hold a valid TD licence (exception see 2008.3.3).
<b>2008.2</b>	<b>Assignment</b>
2008.2.1	For Olympic Winter Games, FIS World Championships and FIS Junior World Championships the appointment is made by the FIS Council on recommendation of the Snowboard Freestyle Freeski Committee.
2008.2.2	For all other international competitions, assignments are made by FIS Snowboard Freestyle Freeski Technical Delegate Working Group (for national competitions the National Ski and Snowboard Association may appoint the TD). The appointments must be decided 60 days before each competition and made known to the TDs concerned, the Organisers of the competition and the TD's National Ski and Snowboard Association.
2008.2.3	A Technical Delegate cannot be a member of the organising association. In exceptional cases or exception geographic areas FIS can appoint a Technical Delegate from the same country that may not be a member of the organising club or of the regional association.
<b>2008.3</b>	<b>Technical Delegate Replacement</b>
2008.3.1	<i>Replacement before scheduled arrival date</i>
2008.3.1.1	If notice is received that the TD for Olympic Winter Games, FIS World Championships or FIS Junior World Championships will be unable to serve, the FIS Council as well as the National Ski and Snowboard Association to which the TD belongs are to be notified. The FIS Council will immediately undertake the appointment of another TD.

- 2008.3.1.2 For all other International Competitions, the FIS Office in consultation with the SBFSFK TD Advisory Group is responsible for the immediate appointment of a licensed substitute. The Organising Committee of the competition and other affected parties must be informed.
- 2008.3.2 *Replacement on or after scheduled arrival date*
- 2008.3.2.1 If for unforeseen reasons, a TD for the Olympic Winter Games, FIS World Championships or FIS Junior World Championships is unable to serve by reason of late arrival, illness or other *force majeure*, and thereby is partly or completely unable to fulfil their function at the competition, a deputy is to be named by the FIS Council from amongst the most qualified individuals present at the competition site.
- 2008.3.3 At all other international competitions, a deputy for the absent TD is to be named on the spot by the Jury. The replacement must likewise meet the requirements of art. 2008.1.4 although in an emergency, a TD may also be named who does not meet these requirements, but is competent to ensure the conduct (continuation) of the competition; if this emergency provision is invoked, the appointment must be subsequently ratified by the SBFSFK TD Working Group in order for the competition to be valid.
- 2008.3.4 The replacement TD has the same rights and duties as the one originally appointed.
- 2008.4 Organisation of the Assignment**
- 2008.4.1 The organiser must establish contact with the TD in good time.
- 2008.4.2 Cancellations or postponements of competitions must be announced to the TD and to the FIS Office immediately, taking into account any applicable deadlines.
- 2008.4.3 For all international competitions, the TD must arrive at the competition site at least 24 hours before the competition or the start of first official training.
- 2008.5 Duties of the TD for all Competitions**
- 2008.5.1 The TD is responsible for responding promptly to initial contacts from the organiser and becoming familiar with any important information contained in earlier TD Reports from the venue before arrival. After arrival, the TD must identify any deficiencies in preparations, work with the organiser to rectify these so far as is possible, and work closely with the organiser to deliver a successful competition within the rules, making all decisions that fall within the competence of the TD, and calling on the Jury for any decisions that fall within its remit. The TD shall make all necessary reports to the FIS within the established time scales, and declare if the competition is valid for FIS Points once the results have been produced.
- 2008.5.2 The Technical Delegate**
- Decides on questions which are not covered or are insufficiently covered by the FIS Rules, in so far as these have not already been decided by the Jury and do not fall within the purview of other authorities.
  - Acts as technical consultant to the Jury
  - Has the right to order the interruption of a competition or to cause the termination of a competition, if the prerequisites of 2021 are present.
  - Has the right to propose to the Jury the exclusion of competitors from participation in the competition.
  - Has the right to obtain support from the Organising Committee and all officials under its jurisdiction in all matters necessary to the fulfilment of his/her duties.

- In exceptional and extraordinary circumstances, the decision of the TD is final and binding. In such a case, the TD must put his/her decision in writing, together with the reasons for it, and bring it immediately to the attention of the FIS Office.
- For Major Events (OWG, WC, WSC, WJC, YOG) additional rules may apply and some tasks are covered by the Race Director/Contest Director.

## **2008.6 Rights of the Technical Delegate**

- 2008.6.1 Member of the Jury, taking the Chair in all cases where another Chair is not defined in the rules.
- 2008.6.2 If necessary, the TD may appoint qualified persons as members of the Jury.
- 2008.6.3 Reimbursement of travel expenses and all costs arising out of their duties at the inspections and competitions, as per the current policy of FIS.
- 2008.6.4 Complete briefing by the Organising Committee through punctual dispatch of all documents on the conduct of the competitions, such as the official invitation, program, bulletins, etc. as well as immediate information concerning the progress of technical preparations, cancellation or postponement of a competition.
- 2008.6.5 Support from the Organising Committee and its officials in all matters concerning the fulfilment of his/her duties.

## **2008.7 Expense Accounts**

Technical Delegates, the Referee when appointed by FIS, and all Jury members at FIS World Championships have the right to reimbursement for their travel expenses. Reimbursement is limited to CHF 600.-- for competitions other than Olympic Winter Games, World Championships, World Cup and Continental Cup, unless an exception has been granted. For longer distances the actual cost of train (first class) or air fare (tourist class), or car travel at a rate of CHF 0.70 per kilometre plus any applicable highway charges, may be claimed. The TD is entitled to receive free accommodation and meals during the assignment. This rule also applies to inspections.

In addition, a fixed daily rate of CHF 125.-- is added for each day of the assignment, including travel days. If overnight accommodation during the journey to and from the assignment is necessary, such expense shall be justified and reimbursed separately.

## **2008.8 Sanctions**

Sanctions can be imposed against Technical Delegates as well as all accredited participants and officials.

## **2009 Race Director (RD) / Contest Director (CD)**

- 2009.1 The Race/Contest Director is the official representative of the FIS in all matters concerning its legal and commercial relationship with the Organising Committee, and in all matters concerning the effective presentation of the competition by the press and media. All contracts between the FIS and the OC fall within the remit of the RD/CD.

*Before the Competition*

The inspection points to be covered by the Race Director/Contest Director include the following:

- The organisation of the event, lodging conditions, meals, transportation, preparation for the media, and working conditions must be inspected.
- Approves the competition program.
- Inspection must cover training times, team captain's meetings, the competition schedule, anti-doping control, equipment control, and the awards ceremony.
- Checks safety installations on the course.
- Participation right, entry list and start list according to the rules.
- Control of the FIS-data-service.
- Control of all aspects stated in the organiser contract;
- Control of all aspects stated in the selection criteria.
- Control the agreement between the national association, organiser and FIS including the advertising rights with the FIS partners.
- The Race Director/Contest Director has the authority to ask the Organising Committee for any support deemed necessary to the fulfilling of these tasks.

*During the Competition*

- Control the production and presentation aspects of the competition.
- To take care of the interests of the International Ski and Snowboard Federation.
- Controls the FIS Rules for advertising marking.
- Whenever a problem that is not completely covered in ICR Rules or arises from a concern of Jury members; the Race Director/Contest Director must initiate both the discussion and the decision-making process.
- The Race Director/Contest Director should be present throughout the course testing and training and must be present throughout the entire competition and must be located in and around the competition area. It is essential that the RD/CD has a direct communication line with the Jury.

**2010****Advisory Committees, Connection Coach****2010.1****Competitors' Advisory Committees**

Competitors' Advisory Committees, where prescribed in the rules for the Event, shall be formed prior to the start of competition to advise the Jury.

**2010.2****The Connection Coach**

For each event in every competition, one coach may be appointed as a Connection Coach at the Team Captains' Meeting, for the purpose of coordinating comments from all the Team Coaches in discussions with the Jury. The Jury will confirm the Connection Coach.

**2010.3****Role of Advisory Committee in the Competition**

## 2010.3.1

The members of the Advisory Committees report in an advisory manner directly to the Jury.

## 2010.3.2

The Advisory Committees shall monitor and provide input into all aspects of the competition pertaining to their participation.

## **2011 Rights and Duties of Team Personnel**

### **2011.1 Officials, Medical and Technical Personnel**

Quotas for the right of access to the competition venue:

up to 3 competitors: - 3 trainers, 2 medical, 2 technicians  
4 or 5 competitors: - 3 trainers, 2 medical, 3 technicians  
6 or 10 competitors: - 5 trainers, 2 medical, 4 technicians  
as well as representatives of the FIS in an official capacity.

These quotas include the national team officials (team captains, etc.). These persons must be identified by armband. If necessary, the Jury can reduce these quotas.

The persons accredited according to art. 220.3 and 220.5, as well as the official technicians and medical personnel must comply with all directions of the officials charged by the organiser with responsibility for overall security.

The instructions given by the Jury have priority in all cases in regard to all accredited people.

### **2011.2 Team Captains and Trainers**

The team captains and trainers must be accredited by the organisers according to applicable quotas. The acceptance of accreditation confers on an individual the following rights:

- to be an advisor to the Jury, if required and appointed according to the rules;
- to be nominated as a competition official if these have not been appointed by FIS or if the appointed person is not present;
- to be issued with a pass or armband affording access throughout training and competition to those courses that are applicable to their role;
- to submit protests to the Jury during the competition
- to benefit from all advantages accorded to a competitor (lifts, accommodations, invitations, etc.) as defined in the rules.
- to enter into competition areas during training time.
- to enter all official ceremonies.
- to enter the preparation area during the competition.
- in the case of Team Captains, to attend and exercise a single vote per Nation at all Team Captains' meetings.

And duties:

- to follow all directions and instructions of the Jury
- to provide all information received at meetings to his/her team members.
- to be responsible for all registrations of their team.
- to be responsible for the discipline of their team.
- to be familiar with the competition rules

2011.2.1 Team captains and trainers must obey the ICR and the decisions of the Jury, and must behave in a proper and sportsmanlike manner.

2011.2.2 A team captain or trainer must fulfil the duties they have accepted (Connection Coach, Course Setter, Shaper etc).

## **2012 Competitors' Responsibilities**

### **2012.1 Insurance**

Each competitor must provide adequate accident insurance and must have signed the FIS athletes declaration for an international FIS licence and 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 Ski and Snowboard Association and the clubs or Organisers holding the competition and against their officers and their entries shall only be accepted on this condition.

## **2012.2 Start Numbers (Bibs)**

Shape, size, lettering and attachment method may not be altered on penalty of being sanctioned.

## **2012.3 Advertising**

The advertising on material and equipment which is worn during competitions and training must conform with the FIS guidelines.

2012.4 Competitors must have a thorough knowledge of the rules, regulations and judging criteria in addition to being familiar with the specific rules for Snowboarding and Freestyle/Freeski Skiing and with ICR section 200.

2012.5 Competitors, if applicable, must attend the awards ceremony, and must be properly wearing the correct event bib. Also, winners must attend media activities. The time for the awards ceremony must be fixed in the official competition announcement information. The competitor is not obliged to attend award ceremonies held on a different day than the competition day.

2012.6 The use of crash helmets is compulsory for all SBFSFK Events. Helmets used in FIS SBFSFK Events shall conform to FIS Specification for Competition Equipment and Commercial Markings. Helmets must be worn according to the manufacturer's recommendations.

## **2013 Age Limits**

### **2013.1 The Competition and Calendar Year**

2013.1.1 All competitor ages for the purpose of determining eligibility to participate in FIS competitions shall be expressed in terms of the anniversary of birth (birthday) that the competitor will reach during the calendar year (January to December) that contains the start of the FIS Competition Year in which the competition is scheduled. The FIS competition year begins on the first day of July and ends on the last day of June of the following calendar year. The Calendar year is January 1<sup>st</sup> – December 31<sup>st</sup>.

2013.1.2 The “mid-point of the Competition Year” is December 31<sup>st</sup>. Age eligibility for a single Competition Year is determined by reference to age at this date.

### **2013.2 Definition of Minimum and Maximum Age**

Throughout the rules on Age Limits, the following definitions shall apply:

2013.2.1 “Minimum age” is the age the competitor must reach or exceed at the mid-point of the Competition Year as defined in 2013.1.2.

2013.2.2 “Maximum age” is the age the competitor is permitted to reach, but not exceed, at the mid-point of the Competition Year as defined in 2013.1.2.

**2013.3****Park & Pipe (Halfpipe, Slopestyle, Big Air and Rail) Age Limits**

See 2013.2 for the definition of “minimum age” and “maximum age”.

**2013.3.1**

The minimum age for participation in Halfpipe, Slopestyle and Big Air competitions is 13.

**2013.3.2**

*Major events (World Cup, World Championships and Olympic Winter Games)*

The minimum age for participation in Major competitions is 15.

**2013.3.3**

*Age for International Juniors including Junior World Ski/Snowboard Championships*

*Minimum age*

The minimum age for participation in Junior competitions is the same as for participation in International competitions (2013.3.1) that are not Major Events (2013.3.2).

*Maximum age*

The maximum age for participation in Junior competitions is 17.

**2013.3.4**

*Table summarising Age Limit rules for Park & Pipe*

<b>FIS Competition Year</b>	<b>24/25</b>	<b>25/26</b>	<b>26/27</b>	<b>27/28</b>
Basic (FIS) Licence level	2011 and earlier	2012 and earlier	2013 and earlier	2014 and earlier
Major Competitions (WSC, WC, OWG)	2009 and earlier	2010 and earlier	2011 and earlier	2012 and earlier
International Juniors including Junior World Ski/Snowboard Championships	min 2011 max 2007	2012 2008	2013 2009	2014 2010
Classification for Junior/Children's competitions for multiple age categories				
U13 (No FIS Points)	2013 2012	2014 2013	2015 2014	2016 2017
U15	2011 2010	2012 2011	2013 2012	2014 2013
U18	2009 2008 2007	2010 2009 2008	2011 2010 2009	2012 2011 2010



## **2013.4 Freestyle (Aerials, Moguls and Dual Moguls) Age Limits**

*See 2013.2 for the definition of “minimum age” and “maximum age”.*

**2013.4.1** The minimum age for participation in international Aerials, Moguls and Dual Moguls competitions is 13.

**2013.4.2** *Major events (World Cup, World Championships and Olympic Winter Games)*  
The minimum age for participation in Major competitions is 15.

**2013.4.3** *Age for International Juniors including Junior World Ski Championships*

### *Minimum age*

The minimum age for participation in Junior competitions is the same as for participation in International competitions (2013.4.1) that are not Major Events (2013.4.2).

### *Maximum age*

The maximum age for participation in Junior competitions is 19.

**2013.4.4** *Table summarizing Age Limit rules for Freestyle*

<b>FIS Competition Year</b>	<b>24/25</b>	<b>25/26</b>	<b>26/27</b>	<b>27/28</b>
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Basic (FIS) Licence level

2011 and earlier	2012 and earlier	2013 and earlier	2014 and earlier
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Major Competitions (WSC, WC, OWG)

2009 and earlier	2010 and earlier	2011 and earlier	2012 and earlier
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International Juniors including Junior World Ski/Snowboard Championships

min	2011	2012	2013	2014
max	2005	2006	2007	2008

## **2013.5 Snowboard Cross & Team SBX Age Limits**

*See 2013.2 for the definition of “minimum age” and “maximum age”.*

**2013.5.1** The minimum age for participation in international and Major Snowboard Cross competitions is 15.

**2013.5.2** *Age for International Juniors including Junior World Snowboard Championships*

### *Minimum age*

The minimum age for participation in Junior competitions is the same as for participation in International competitions (2013.5.1).

### *Maximum age*

The maximum age for participation in Junior competitions is 19.

## 2013.5.3

*Table summarising Age Limit rules for Snowboard Cross*

<b>FIS Competition Year</b>	<b>24/25</b>	<b>25/26</b>	<b>26/27</b>	<b>27/28</b>
Basic (FIS) Licence level including WC, WSC, OWG				
	2009 and earlier	2010 and earlier	2011 and earlier	2012 and earlier
International Juniors including Junior World Ski/Snowboard Championships				
min	2009	2010	2011	2012
max	2005	2006	2007	2008
Classification for Junior/Children's competitions for multiple age categories				
U13 (No FIS Points)	2013 2012	2014 2013	2015 2014	2016 2017
U15 (No FIS Points)	2011 2010	2012 2011	2013 2012	2014 2013
U17	2009 2008	2010 2009	2011 2010	2012 2011
U20	2007 2006 2005	2008 2007 2006	2009 2008 2007	2010 2009 2008

## 2013.6

**Snowboard Alpine (PGS, PSL, Team/Mixed Team PGS/PSL, BSL/DBSL Age Limits**

*See 2013.2 for the definition of "minimum age" and "maximum age".*

## 2013.6.1

The minimum age for participation in international and Major Parallel competitions is 15.

## 2013.6.2

*Age for International Juniors including Junior World Snowboard Championships*

*Minimum age*

The minimum age for participation in Junior competitions is the same as for participation in International competitions (2013.6.1).

*Maximum age*

The maximum age for participation in Junior competitions is 19.

## 2013.6.3

*Table summarising Age Limit rules for Snowboard Alpine*

<b>FIS Competition Year</b>	<b>24/25</b>	<b>25/26</b>	<b>26/27</b>	<b>27/28</b>
Basic (FIS) Licence level including WC, WSC, OWG including WC, WSC, OWG				
	2009 and earlier	2010 and earlier	2011 and earlier	2012 and earlier
International Juniors including Junior World Snowboard Championships				
min	2009	2010	2011	2012
max	2005	2006	2007	2008
Classification for Junior/Children's competitions for multiple age categories				
U13 (No FIS Points)	2013	2014	2015	2016
	2012	2013	2014	2017
U15 (No FIS Points)	2011	2012	2013	2014
	2010	2011	2012	2013
U17	2009	2010	2011	2012
	2008	2009	2010	2011
U20	2007	2008	2009	2010
	2006	2007	2008	2009
	2005	2006	2007	2008

## 2013.7

**Ski Cross & Team SX Age Limits**

*See 2013.2 for the definition of "minimum age" and "maximum age".*

## 2013.7.1

The minimum age for participation in international and Major Ski Cross competitions is 16.

## 2013.7.2

*Age for International Juniors including Junior World Ski Championships*

*Minimum age*

The minimum age for participation in Junior competitions is the same as for participation in International competitions (2013.7.1).

*Maximum age*

The maximum age for participation in Junior competitions is 20.

FIS Competition Year	24/25	25/26	26/27	27/28
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Basic (FIS) Licence level including WC, WSC, OWG

	2008 and earlier	2009 and earlier	2010 and earlier	2011 and earlier
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International Juniors including Junior World Ski Championships

min	2008	2009	2010	2011
max	2004	2005	2006	2007

Classification in case of multiple age categories

U18	2008	2009	2010	2011
	2007	2008	2009	2010
U21	2006	2007	2008	2009
	2005	2006	2007	2008
	2004	2005	2006	2007

## 2014

### Closing and Modification of the Course

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

Competitors who enter a closed competition course will be subject to being sanctioned by the Jury (exception: normal competitor inspection).

Photographers and camera teams are allowed into the closed course area for the necessary documentation of the competition. Their total number can be limited by the Jury. They will be located by the Jury where possible and may only remain in this area.

Trainers, servicemen etc., who are allowed on a closed competition course are to be determined by the Jury. Similarly the number and places for photographers and camera teams, insofar as they are situated inside the barriers, must be approved by the jury.

## 2015

### Microphones at Start and Finish

Within the areas of start and finish as well as in the area of the fenced section, the use of microphones installed without the agreement of the organiser ("roving" and so-called "gallows", microphones set into cameras or other technical instruments) is forbidden in training as well as in the competition. Exceptions to be authorized by OC and/or the host broadcaster in connection to rights-holders agreements.

## 2016

### Calculation and Announcement of Results and Disqualifications

#### 2016.1

#### Notice Boards and Scoreboards

Each Event shall have one Official Notice Board, with a designated location, for each Event as defined in the rules.

Scoreboards for the display of unofficial and official results, and other relevant information shall be provided in the numbers and locations as specified in the rules for each Event. In all Competitions scoreboards should be provided at both the top and bottom of the course.

### **2016.1.1**      *Announcements by Electronic Means*

At any competition the announcement of results, scores and disqualifications may be done electronically using live scoring, SMS or through apps (e.g. WhatsApp or Slack Team App) in addition to their announcement on the Official Notice Board as defined in the rules. The use and method of any electronic communications shall be announced at the first Team Captains' meeting.

### **2016.2**      **Unofficial Times and Scores**

Scores and Times shall be considered as unofficial until they have been checked and verified. They shall be posted on a scoreboard which shall be readily visible from the area provided for the competitors who have finished, and from the press area. Whenever possible, unofficial times and scores should be announced over the public address system. The announcement of unofficial times and scores at the Finish and Start, together with written and oral announcement, may substitute for their being announced on the Official Notice Board.

### **2016.3**      **Announcement of Disqualifications**

2016.3.1      As soon as possible after completion of the competition and of each phase, disqualifications shall be posted on the official notice board. Protests are to be submitted to a jury member according to the deadlines defined in rule 2026.3.

2016.3.2      Disqualifications may be announced orally and/or electronically but must also be posted on the Official Notice Board.

### **2016.4**      **Official Results**

2016.4.1      Official results are determined from the official times, scores or finishes (Snowboard Cross/Ski Cross) of those competitors who have been officially classified. The official results must be posted on the Official Notice Board noting the time when they were posted.

2016.4.2      The content of the official result list and start list is defined in each Event Chapter:  
Snowboard Cross: Refer to Rule 5701  
Snowboard Alpine: Refer to Rule 6701  
Park & Pipe: Refer to Rule 3701  
Freestyle: Refer to Rule 4009.2  
Ski Cross: Refer to Rule 7701

2016.4.3      Nations must be indicated by the designated FIS code of three capital letters (see FIS Bulletin or FIS Website).

2016.4.4      Results for both Qualifications and Finals must be published in written form and may be published electronically.

## **2017**      **Award Ceremony**

There can never be any prize giving ceremonies before the end of a competition and not before the Technical Delegate has authorised it. The organiser has the right to present the probable winners before this time. This presentation is unofficial and is organised at a place different from that of the official award ceremony.

## **2018**      **The Start Order and Draw**

2018.1      Each competition shall have a separate Start Order determined by Seeding or Draw. Seeding or Start Order draw procedures are defined in the Event Chapters.

2018.2 The draw must take place on the day before the competition, except for night competitions where a Draw may be made on the day of the competition in good time before the scheduled start. The Draw or bib/heat selection can be held in a Team Captains' Meeting but can also be held in public locations. A double draw is recommended with a simultaneous draw of the start number and the name of the competitor. Computer draw is allowed.

2018.3 It is the responsibility of the Team Captains to check the entries and the seeding list according to the procedures and specific Event rules.

## **2019 Changes after the Draw**

No changes to the Start List are permitted after the Draw is done and the Start List is official.

## **2020 Start List**

2020.1 An unofficial Start List must be made available to all Team Captains immediately following the Draw.

2020.2 Errors in Start Lists  
After an unofficial Start List is available, the Team Captains must inform the Jury within 15 minutes if there is an error. If there is an error in the Start List, there must be a redraw. After 15 minutes, the Start List becomes official and must be distributed immediately to all officials, coaches, competitors, television, media personnel and VIPs where applicable.

## **2021 Postponement, Cancellation and Interruptions of Training and Competitions**

### **2021.1 Postponement or Cancellation of a Competition**

The Jury has the right to cancel, interrupt or postpone a competition in any case where to continue could, in the Jury's estimation, be inadvisable on grounds of safety or fairness.

If a competition cannot be completed at the officially scheduled time, then the re-scheduling of the competition must not interfere with an already scheduled competition. See also ICR 202.1.2.5, WSC Rule 3, WC Rule 1.3.3 and CoC Rule 3.3.1. If a competition is to be made up, then the scheduling of the competition must not interfere with the time necessary to conduct any other competition.

The procedure to reschedule the event (or competition) must be decided upon by the Jury immediately after the decision to cancel. If the competition cannot be conducted, then the TD must consult with FIS to determine whether to make up the competition at a later date or permanently cancel the competition.

If a competition is cancelled or postponed, for whatever reason, notice must be given immediately by e-mail to the FIS Office and all nations concerned (see 214.3). If a competition is postponed, notice of the re-scheduled date and location must be circulated immediately. The re-scheduled competition shall be treated as a completely new competition (i.e.: entries can change, new start order, etc.).

The RD/CD (if present) and TD can decide to interrupt or cancel a competition (wind, fog, avalanche, blizzard, etc.)

## 2021.2

### **Interrupted Competition or Training**

If there is an interruption of a competition, the competition should be resumed when conditions warrant.

If an interrupted phase cannot be finished on the same day, it is to be treated as a terminated phase.

If a competition cannot be completed (or is resumed and cannot be completed) on the same day, refer to the following rules:

Park & Pipe:	Refer to rule 3704
Freestyle	Refer to rule 4014
Snowboard Cross:	Refer to rule 5608
Snowboard Alpine:	Refer to rule 6609
Ski Cross:	Refer to rule 7608

### 2021.2.1

#### *Interruption of a Competition or Training by the Jury*

- To allow for course maintenance
- For unfavourable or inconsistent weather, security and snow conditions.
- For other circumstances such as power failures, lift failures or other unforeseen situations
- the times and durations of any interruption(s) should be announced immediately.
- The competition will be restarted, as soon as the Jury determines that the work on the course has been finished and if the weather and snow conditions are such that a proper competition can be assured.
- A repeated interruption of the competition ordered for the same reason(s) should lead the Jury to consider termination of the competition.

### 2021.2.2

#### *Brief Interruption*

- Each member of the Jury is entitled to order a brief interruption of a competition, which must be done in accordance of the rules for the Event.

## 2021.3

### **Report**

In all such cases (interruption, termination, cancellation postponement), a fully detailed report by the TD is to be made to FIS and the organising national association. The TD report has to contain a well founded recommendation, whether the terminated competition is to be taken into consideration for FIS points or not.

## 2022

### **Results Marks and Invalid Results Marks**

Refer to the Event Chapter for the detailed application of the below Marks:

### 2022.1

#### **Results Marks**

- DNF - Did Not Finish
- DNS - Did Not Start
- NPS - Not Permitted to Start
- RAL - Ranked as Last
- JNS - Jump Not Scored
- DSQ - Disqualified
- DNI - Does Not Improve

### 2022.2

#### **Invalid Results Marks**

- DNF - Did Not Finish
- DNS - Did Not Start
- DQB - Disqualified for unsportsmanlike behaviour
- DSQ - Disqualified
- NPS - Not Permitted to Start

## **2023**

### **Not Permitted to Start**

A competitor will be subject to being sanctioned, which sanction may include not being permitted to start in the competition who:

- 2023.1 wears obscene names and/or symbols on clothing and equipment (art. 207.1) or behaves in an unsportsmanlike manner (art. 205.5).
- 2023.2 violates the FIS rules in regard to equipment (art. 222) and commercial markings (art. 207) including, but not limited, to the mandatory use of helmets in all SBFSFK Competitions.
- 2023.3 refuses to undertake a FIS required medical examination (art. 221.2).
- 2023.4 trains on a course or jump closed for competitors (art. 2014 and 2025.3).
- 2023.5 is determined by the Jury, in accordance with 2008.5.2, to lack the technical abilities required to negotiate the course or perform attempted manoeuvres.
- 2023.6 if a competitor has already started in a competition and is later determined by the Jury to have been in violation of these rules, the Jury must sanction the competitor.

## **2024**

### **Penalties / Sanction**

A penalty / sanction may be imposed by the Jury against a competitor where the competitor:

- 2024.1 violates the rules governing sanctions as described in art. 223.
- 2024.2 violates the rules governing advertising on equipment (art. 207.1).
- 2024.3 alters the start number in a way which is not allowed (art. 2012.2).
- 2024.4 does not wear the official start number.
- 2024.5 is not ready to start on time.
- 2024.6 makes a false start.
- 2024.7 receives outside help during a competition.
- 2024.8 would be deemed to be in violation of any items in art. 2023.
- 2024.9 violates rules governing sanctions prescribed for a particular Event.
- 2024.10 does not comply with Competition Equipment rules Section B (11.2) and Section C (6) will be subject to sanction by the Jury in accordance with rule 2025.4 and 224.11.2.

## **2025**

### **Disqualifications / Sanctions**

A disqualification / sanction may be imposed by the Jury against a competitor where the competitor:

- 2025.1 submits false information or participates in the competition under false pretences.
- 2025.2 either jeopardizes the security of persons or property or actually causes injury or damage. Is determined to have caused interference to another competitor.
- 2025.3 inspects a course, trains on a course or jump closed for competitors, alters the course in a manner forbidden according to the art. 2014 or acts contrary to the instructions of the Jury as to the execution of the inspection or training or the competition.



- 2025.4 does not wear an acceptable helmet or the official start number in training, at the inspection, in the competition or alters this start number in any way or violates any FIS Equipment Rule.
- 2025.5 appears late at start, makes a false start or violates the regulations for the execution of the start.
- 2025.6 accepts outside help in any form during their run. Exceptions to this rule must be made explicit within the rules for the Event.
- 2025.7 unjustifiably requests a provisional re-run, which is later shown to be unsubstantiated.
- 2025.8 DQB (Disqualification for Behaviour) for unsportsman-like behaviour.
- 2025.9 if not qualified according to 203 – Licences.

## **2026 Protests**

### **2026.1 Types of Protests**

- 2026.1.1 Against admittance of competitors
- 2026.1.2 Against competitors competition equipment
- 2026.1.3 Against the course or its condition
- 2026.1.4 Against the actions of another competitor or an official during the competition
- 2026.1.5 Against disqualifications
- 2026.1.6 Against errors in time keeping or scoring
- 2026.1.7 Against re-runs
- 2026.1.8 Against decisions of the Jury, except 5404 and 7404

### **2026.2 Submission of Protests**

The various protests are to be submitted as follows:

- 2026.2.1 Protests according to 2026.1 at the location designated on the official notice board or at a place announced at a team captains' meeting.
- 2026.2.2 Protest according to 2021 with FIS.
- 2026.2.3 A Jury may only accept a protest if it is based upon a reasoned description and/or supporting evidence.
- 2026.2.4 A Jury is only permitted to re-evaluate its previous opinions where new evidence exist that relates to the original jury opinion.
- 2026.2.5 All Jury decisions are final, except those that may be protested or appealable under the rules contained herein.
- 2026.2.6 Protests must be submitted within the active timeframe of the Jury (see 2007.4.2).

### **2026.3 Protest Deadlines**

- 2026.3.1 *Against the admittance of a competitor:*
- before the draw.

- 2026.3.2 *Against the course or its condition:*
- not later than 60 minutes before the beginning of the competition.
- 2026.3.3 *Against another competitor or competitor's equipment or against an official because of irregular behaviour during the competition:*
- until 15 minutes after the posting of the official results
- 2026.3.4 *Against Disqualification:*
- within 15 minutes after the posting or announcement of the disqualification.
- 2026.3.5 *Against the Timekeeping:*
- within 15 minutes after the posting of the unofficial result list.
- 2026.3.6 *Against the Decisions of the Jury:*
- immediately and no later than the deadlines for submittal of protests according to 2026.3.
- 2026.3.7 *Protests Concerning False Calculation and Clerical Errors*
- After the end of the competition, a protest, 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, if sent to the FIS Office by registered letter (or e-mail: protests@fisski.com) through the competitor's association within 48hs of the time of the official validation of the FIS Points at the FIS website. If the mistake shall be proven, a corrected list of results shall be published and any prizes redistributed.
- 2026.4 Procedure for Submission of a Protest**
- 2026.4.1 Protests are to be submitted in writing.
- 2026.4.2 As exceptions, protests according to the art. 2026.3.4, 2026.3.5 and 2026.3.6 can be made verbally.
- 2026.4.3 Protests must be substantiated in detail. Proof must be submitted and any pieces of evidence must be included.
- 2026.4.4 The sum of CHF 100.-- or the equivalent in another valid currency or such sum as announced by the Jury must be deposited with the submittal of the protest. This deposit will be returned if the protest is upheld, otherwise it goes to FIS
- 2026.4.5 A protest may be withdrawn by the protesting party before the publication of a decision by the Jury. In this case, the money deposit must be returned.  
A withdrawal of the protest is, however, no longer possible when the Jury or a member of the Jury takes, for reason of time, an intermediate decision, e.g. a provisional decision.
- 2026.4.6 Protests not submitted on time or submitted without the protest fee are not to be considered.
- 2026.5 Authorisation**
- The following are authorised to submit protests (written or verbal according to the rules):
- National Associations
  - Trainers
  - Team Captains
  - Competitors: subject to any limitations in the rules for each Event.

## **2026.6 Settlement of Protests by the Jury**

2026.6.1 The Jury meets to deal with the protests at a predetermined place and time as announced by the Jury.

2026.6.3 Only the Jury members are to be present for the vote.

2026.6.4 Protest decisions are to be made public immediately after the Jury meeting by posting the decision on the official notice board with the publication time stated.

## **2027 Right of Appeal**

Appeals can be made against a decision of the Jury, except in cases covered by 224.11. For Appeals Commission see 225.

### **2027.1 The Appeal**

Appeals must be submitted to the FIS Office.

#### **2027.1.3 Time Limits**

2027.1.3.1 Decisions of a competition jury are appealable to the respective Appeals Commission within 48 hours.

2027.1.3.2 The official results may be appealed to the Council via the FIS Office within 30 days for matters that are outside the competence of the jury.

2027.1.4 *The decisions concerning appeals are taken by:*

- the Appeals Commission
- the CAS

### **2027.2 Postponing Effect**

The evidence submitted (protest, appeal) may not cause a postponement of the appeal.

### **2027.3 Submission**

All appeals must be in writing to be substantiated. Proof and evidence are to be included. Appeals submitted too late must be declined by FIS.

## **2028 Competitors' Equipment**

Refer to the Specification for Competition Equipment and Commercial Markings.

## **2029 Competition Protocol**

### **2029.1 Definition of Freestyle Skiing Competitions**

Freestyle competitions consist of the following events:

- |                    |     |
|--------------------|-----|
| - Aerials          | AE  |
| - Aerials Team     | AET |
| - Aerials Synchro  | AES |
| - Dual Moguls      | DM  |
| - Dual Moguls Team | DMT |
| - Moguls           | MO  |
| - Ski Cross        | SX  |
| - Ski Cross Team   | SXT |

Freestyle competitions must provide the opportunity for both women and men to compete.

## **2029.2 Definition of Freeski Competitions**

Freeski competitions consist of the following events:

- |                      |    |
|----------------------|----|
| - Freeski Halfpipe   | HP |
| - Freeski Slopestyle | SS |
| - Freeski Big Air    | BA |
| - Freeski Rail       | RE |

Freeski competitions must provide the opportunity for both women and men to compete.

## **2029.3 Definition of Snowboard Competitions**

Snowboard competitions consist of the following events:

- |                                   |      |
|-----------------------------------|------|
| - Snowboard Halfpipe              | HP   |
| - Snowboard Slopestyle            | SS   |
| - Snowboard Big Air               | BA   |
| - Snowboard Rail                  | RE   |
| - Snowboard Cross                 | SBX  |
| - Snowboard Cross Team            | BXT  |
| - Snowboard Slalom                | SL   |
| - Snowboard Giant Slalom          | GS   |
| - Snowboard Parallel Giant Slalom | PGS  |
| - Snowboard Parallel Slalom       | PSL  |
| - Snowboard Parallel Team         | PRT  |
| - Snowboard Banked Slalom         | BSL  |
| - Snowboard Dual Banked Slalom    | DBSL |

Snowboard competitions must provide the opportunity for both women and men to compete.

## **2030 Schedule Approval by FIS**

If an Organiser wishes to run more than one competition in one day, the competition program must be approved by FIS.

## **2031 Accidents**

2031.1 The FIS and the host nation organising the competition undertake no responsibility for damages or injuries suffered by the competitors.

2031.2 FIS is to be notified in writing of any accidents or injuries in full detail. These must be reported by the TD.

## **2032 Insurance**

### **2032.1 Host Nation**

The host nation for a FIS authorized competition, is responsible for providing adequate comprehensive liability insurance coverage for the competition and all aspects of competition. See Rules 212.1 to 212.3.

## **2033 Organisational Meetings**

### **2033.1 Team Captains' Meeting**

The Team Captains' meeting will be held according to 216 of the Joint Regulations for all FIS Competitions. The purpose of the Team Captains' meeting is to provide detailed information concerning competition procedures and activities, determine bib draws, gather competitor licences and qualifications and handle all necessary organisational matters.

It is then the responsibility of the representative Team Captains to communicate this information to their respective participants. The Team Captains' meeting shall be attended by the Race Director (if appointed) Head Judge, TD, Chief of Competition and Chiefs of Course and all important competition officials. This meeting shall be chaired by the Chief of Competition from the host nation and can also be delegated to the TD.

### **2033.2 Organising Committee Meetings**

At FIS authorized competitions there should be organisational meetings preceding and possibly during the competition. It is the responsibility of the Chief of Competition to call all necessary organisational meetings and to inform the key individuals involved in the competition, so that they may attend.

Further, the results of these meetings should be minuted and published to the key individuals involved in the competition that may or may not have been 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.

### **2033.3 Judges' Meetings**

For judged competitions the Head Judge 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 organisation of the meetings.

## **2034 Competitions under Artificial Light**

### **2034.1 The running of competitions under artificial lights is permitted.**

### **2034.2 The lighting must meet the following specifications:**

2034.2.1 The light level anywhere on the course may not be less than 80 lux, measured parallel to the surface. The lighting should be as uniform as possible.

In case the competition will be broadcasted on Television the level of lighting has to be checked with the responsible person for the television production. Special arrangements may need to be made.

2034.2.2 Lighting must be placed so that the light does not alter the topography of the slope. The light must show the competitor the exact picture of the terrain and must not alter the depth perception and exactness.

2034.2.3 Care should be taken that the lights cast only a minimal amount of the competitor's shadow into the racing line and should not blind the competitor by lighting glare.

2034.2.4 Obstacles and buildings in the immediate vicinity of the course must be clearly lighted.

- 2034.3 The TD together with the Jury must check ahead of time that the lighting conforms to the rules. The organisers shall provide the TD and Jury with light metres having cosine correction.
- 2034.4 The TD must submit a supplementary report on the quality of the lighting.
- 2034.5 The course setter must set the course on the section of the competition venue which provides the opportunity for the best lighting.

## **Particular Rules for the different Events**

### **3000 Park & Pipe Events**

#### **3100 Field of Play**

##### **3101 Start**

The start area must be closed off to everyone except the starting competitor, accompanied by one coach and the start official.

##### **3101.1 Exceptions**

Exceptions can be made for indoor or in-city events (indoor style or in-city style)

##### **3101.2 Competitors' Preparation Area**

The competitors' preparation area must be flat and wide enough for competitors to prepare for the competition and for coaches, staff and media teams to work.

##### **3101.3 Start platform**

The drop-in area gives the competitors the opportunity to enter the course with proper speed and momentum and is not used to attempt a manoeuvre. It should be a completely flat, level area that allows the competitor to stand in a relaxed position in their equipment prior to entering the course.

#### **3102 Course**

##### **3102.1 Safety / Fencing / Colour**

The course must be entirely closed off by barriers (fencing/rope lines). In critical places the Organising Committee may be required to install security (mattresses, pads, nets etc.) as requested by the Jury.

##### *3102.1.1 Marking of the course and terrain*

In all events the course, at the direction of the Jury, may be marked using: coloured dye used on features such as the lip and transition of the Halfpipe, edges on kickers inclusive of landing, etc. as well as horizontally and vertically on the course notably on the approaches indicating changes in terrain, jumps, transitions, finish lines etc.

##### *3102.1.2 Closing and modification of the course*

On a closed course no one except for the Jury or an official acting with the Jury's authority is permitted to change features, mark the course or modify the course structure (takeoffs, rails, etc.). ref. to general rule 2014.

**3102.2****Halfpipe**

The Halfpipe is a channel constructed in the snow.

**3102.2.1.***Technical Data*

<b>Code</b>	<b>Halfpipe Criteria</b>	<b>Measurement</b>
<b>S (ft)</b>	Size:	
	Level A	22 ft / 6.7 m
	Level B	18 foot / 5.5 m
	Level C	15 ft / 4.5 m
<b>L (m)</b>	Length (rideable length)	
	22 ft	min 160.0 m
		recommended 170.0 m
	18 ft	min 120.0 m
		recommended 150.0 m
	15 ft	min 100.0 m
		recommended 120.0 m
<b>H (m)</b>	Height, from bottom of pipe to coping	
	22 ft	6.7 m
	18 ft	5.3 m
	15 ft	4.5 m
<b>V (m)</b>	Vert, top of the wall	0.2 m: 82 - 83 degree
<b>I (°)</b>	Gradient, centre line of pipe	
	22 ft	min 17°
		recommended 18°
	18 ft	min 16°
		recommended 17°
	15 ft	min 14°
		recommended 15°
<b>W (m)</b>	Width, from coping to coping	
	22 ft	min 19.0 m
		recommended 19.0- 22.0 m
	18 ft	min 17.0 m
		recommended 17.0 - 19.0 m
	15 ft	min 15.0 m
		recommended 15.0 - 17.0 m
	<b>Competition Level</b>	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

**3102.2.2***The Halfpipe Site*

The Halfpipe site must conform to the technical data/specifications as in rule 3102.2.1. It has to be prepared in order to have compact and consistent snow conditions in the walls, well connected transitions to the bottom and adequate vert angles to the Halfpipe specification. The Halfpipe site must be finished and ready for training at least one day before the first scheduled training session.



## 3102.2.3

Lifts, skidoos or other uphill transport solutions need to be made available at a location level with or below the finish area and go to a location level with or above the starting area that allows easy access to the course, ideally without having to step out of the equipment. The rotation needs to be sufficient to run smooth and safe competitions as well as create proper competition programs.

All level events (A-B-C) Halfpipes must conform to the recommended and approved specifications and must have a grooming machine specifically designed for Halfpipe preparation. Training periods must be observed with two (2) days of scheduled training being provided before the competition. The Jury may reduce the training period under special conditions.

## 3102.3

**Slopestyle**

The competition will be held on a course with a variety of hits, jumps, rails, tables, big-air, etc. with two or more lines that the competitors may choose between.

## 3102.3.1

*Technical Data*

Code	Slopestyle Criteria	Measurement
<b>VD (m)</b>	Vertical drop	
	Level A	min. 150.0 m
	Level B	min. 80.0 m
	Level C	min. 50.0 m
<b>I (°)</b>	Gradient, average	10° or steeper
<b>SW (m)</b>	Slope Width	30.0 m
<b>TF (no.)</b>	Type of features, all Levels	min. 2
<b>SC (no.)</b>	Sections, one or more features at the same location of the slope	
	One judged hit can be evaluated	min.
	Level A	6
	Level B	4
	Level C	3
<b>JP (no.)</b>	Min. number of jump sections	
	Level A	3
	Level B	2
	Level C	1
	<b>Start Criteria</b>	
<b>SA</b>	Start Area, length according to the construction and the speed needed for the 1st feature.	
	<b>Finish Criteria</b>	
<b>FA (m)</b>	Finish Area, length according to the construction and the speed of the last feature in order to allow competitors to come to a stop in a safe and controlled manner. When ending with a Jump, Finish Area Length minimum 25m if at 0°. >30m is recommended. If Finish area is not at 0° Jury to assess the required length of the Finish Area	
<b>FW (m)</b>	Finish Area Width	min. 25.0 - 30.0 m
	<b>Competition Level</b>	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

### 3102.3.2 *General Characteristics of the Course*

The Slopestyle site must conform to the technical data/specifications as in rule 3102.3.1. It has to be prepared with a specific building process in order to have compact and consistent snow conditions in all areas such as kickers, take offs. The slopestyle site must be finished and ready for training at least one day before the first scheduled training session.

### 3102.3.3 *Slopestyle Course Description*

The Slopestyle course shall contain a variety of type of features (table top jumps, fun boxes, quarter pipes, waves/jumps, rails and ridges, or other feature types). It shall have different sections, with one or more features at the same location of the slope with at least one judged hit that can be evaluated. The course should have a minimum of) two (2) different feature types and a minimum number of jumps and judged hits in total, according to the competition level, as below.

Competition Level	Min number of Jumps	Min number of Judged Hits
Level A	3	6
Level B	2	4
Level C	1	3

For jump sizes, refer to rule 3102.4

The course should allow competitors to spin in multiple directions and not favour a particular stance while providing the competitors the opportunity to display their freestyle skills and talents. The distance between the features should allow a smooth transition and performance. The features and the overall course should be designed in such a manner as to allow usage by both men and women.

The ideal Slopestyle course should be technically challenging, with a wide variety and balance of features in diverse combinations.

Creative solutions and features are always allowed as long as tested and considered functional and safe prior to the first training day.

### 3102.3.4

Lifts, skidoos or other uphill transport solutions need to be made available at a location level with or below the finish area and go to a location level with or above the starting area that allows easy access to the course, ideally without having to step out of the equipment. The rotation needs to be sufficient to run smooth and safe competitions as well as create proper competition programs.

**3102.4****Big Air****3102.4.1***Technical Data*

Code	Big Air Criteria	Measurement
	<b>Start Criteria</b>	
<b>SA (m)</b>	Start Area	Length min. 5.0 m
<b>DW (m)</b>	Drop-in Ramp Width	min. 5.0 m
<b>DP (m)</b>	Drop-in Platform Length	min. 5.0 m
<b>DL (m)</b>	Drop-in Ramp Length	min. 30.0 m
<b>DI (°)</b>	Drop-in Ramp Inclination	min. 20.0 °
<b>DF (m)</b>	Drop-in Ramp Flat, light transition	5,0 - 10,0 m
	area before kicker	
	<b>Kicker Criteria</b>	
<b>JH (m)</b>	Height of kicker. (bottom part of the	min. 2.0 m
	flat to the top of kicker)	
<b>JT (°)</b>	Take-off Angle of kicker	min. 25.0°
<b>JW (m)</b>	Width of kicker	min. 5.0 m
	<b>Landing Criteria</b>	
<b>LF (m)</b>	Take-off to Landing	min. 10.0 m
	for Level A and B	min. 15.0 m
<b>LI (°)</b>	Landing gradient according to take-off	min. 28.0°
<b>LW (m)</b>	Landing Width	min. 20.0 m
<b>LL (m)</b>	Landing Length	min. 20.0 m
	<b>Finish Criteria</b>	
<b>FA (m)</b>	Finish Area Length	Minimum 25.0m if at 0°.> 30.0 m is recommended if Finish Area is not at 0° Jury to assess the required length of the Finish Area.
<b>FW (m)</b>	Finish Area Width	30.0 m (min. 20.0m)
	<b>Competition Level</b>	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

**3102.4.2***Big Air Site*

The Big Air site must conform to the technical data/specifications as described in rule 3102.4.1. The minimum jump size for FIS JUN and FIS level indoor competitions, take off to landing, may be 7m.

The Big Air site must be ready at least one day before the first training session. The drop in allows the competitor(s) to adjust their speed for the jump and the landing should have sufficient angle to allow smooth landings as well as matching the flight trajectory.

**3102.4.3**

Lifts, skidoos or other uphill transport solutions need to be made available at a location level with or below the finish area and go to a location level with or above the starting area that allows easy access to the course. The rotation needs to be sufficient to run smooth and safe competitions as well as create proper competition programs.

**3102.5****Rail**

The competition will be held on a course with a variety of rails, boxes, wallrides, jib features etc. with two or more lines that the competitors may choose between.

**3102.5.1***Technical Data*

<b>Code</b>	<b>Rail Criteria</b>	<b>Measurement</b>
<b>SW (m)</b>	Slope Width	10.0-30.0 m
<b>TF (no.)</b>	Type of features, all Levels	min. 2
<b>SC (no.)</b>	Amount of various rails or other features One judged hit can be evaluated	min.
	Level A	6
	Level B	4
	Level C	2
<b>LR (m)</b>	Length Rails	
	Level A	6-12 m
	Level B	5-10 m
	Level C	3-8 m
	<b>Start Criteria</b>	
<b>SA</b>	Start Area, length according to the construction and the speed needed for the 1st feature.	
	<b>Finish Criteria</b>	
<b>FA (m)</b>	Finish Area, length according to the construction and the speed of the last feature in order to allow competitors to come to a stop in a safe and controlled manner.	
<b>FW (m)</b>	Finish Area Width	min. 20.0 m
	<b>Competition Level</b>	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

**3102.5.2***General Characteristics of the Course*

The Rail Jam site must conform to the technical data/specifications as in rule 3102.5.1. It has to be prepared with a specific building process in order to have compact and consistent snow conditions.

**3102.5.3***Rail Jam Course Description*

The Rail Jam course shall contain a variety of type of features (different types of rails, fun boxes, wall rides, ridges, or other feature types. The course should have a minimum of two (2) different feature types.

The course should allow competitors to slide and spin in multiple directions and not favour a particular stance while providing the competitors the opportunity to display their freestyle skills and talents. The distance between the features should allow a smooth transition and performance. The features and the overall course should be designed in such a manner as to allow usage by both men and women. The ideal Rail Jam course should be technically challenging, with a wide variety and balance of features in diverse combinations.

Creative solutions and features are always allowed as long as tested and considered functional and safe prior to the first training day.

## **3103**

### **Finish Area**

The Finish area should be flat and large enough to allow the competitor to come to a controlled stop. The exit gate must be set up so that competitors are required to come to a complete stop and remove their equipment prior to leaving the Finish area.

3103.1

The Finish area must be plainly visible to the competitor approaching the Finish. It must be wide, with a gently sloped smooth outrun. It must be prepared.

3103.2

The Finish area is to be completely fenced in and should be laid out so as to provide maximum visibility for officials, media and spectators. Any unauthorised entry must be prevented.

3103.3

Finish installations and closures should be set up or secured through suitable security protection measures.

## **3200**

### **Installations**

## **3201**

### **Judge Stand**

The size of the Judges' stand should be calculated based on how many Judges and Data & Results personnel will be present (1 square meter per person). The Judges' viewing area should be constructed to provide enough room for the appropriate number of officials and to provide appropriate viewing space for all Judges and Head Judge. The Judges must be protected against wind, snow, rain and heating must be provided for their working environment. The entrance to the Judges' stand should be from the side or the back of the stand.

3201.1

#### **Equipment**

The Judges' stand needs to be equipped with chairs, tables for all Judges plus 2 Data & Result personal including Hardware. There needs to be a possibility to print out the Result- and Start Lists between each phase for the TD, Starter and publishing on the scoreboards.

In proximity to the Judges' Stand there needs to be a toilet or reachable in maximum a minute away (snowmobile or similar transport possible).

3201.2

#### **Position Halfpipe**

The Judges' Stand should be at the bottom of the Halfpipe unless Video judging (done from the bottom of the HP) is used and in this case the Judges' Stand can be anywhere. In the case of video judging refer to rule 3406.1.

3201.3

#### **Position Big Air**

If video judging is used, the Judges' Stand can be anywhere. If video judging is not used, the Judges' Stand should be on the side (ideal scenario at 45°) to the jump with a good view of the in-run, take-off and landing. In the case of video judging refer to rule 3406.2.

3201.4

#### **Position Slopestyle**

If video judging is used, the Judges' Stand can be anywhere. If video judging is not used, the Judges' Stand needs to be elevated to give the best possible view of the complete Slopestyle course. If this is not possible, then a second Judges' stand shall be constructed and the judging crew will need to be increased to be able to view the entire Slopestyle course. In the case of video judging refer to rule\_3406.3.

## **3202 Public Address System**

3202.1 Music should be used in Park & Pipe competitions but must not interfere with the competition.

The sound system must be powerful enough for the competitor to hear the music clearly and without distortion in the area of main interest (Start area, Finish area or entire course). The sound system should also make it possible to clearly hear all music and announcers' commentary, including scores etc.

The Chief of Sound and DJ is responsible for audio/music during the competition.

3202.2 The Chief of Sports Presentation will be in radio contact with the competition officials at all times.

## **3203 On Venue Results (OVR)**

Competitors need to be able to read all scores and ranks at the Start and at the Finish Area. All scores/ranks must be posted after each run.

This may be achieved by use of a scoreboard, data screen or live App.

## **3204 Communication**

In all international competitions, there must be radio communication or fixed wire connection between all areas of the venue.

In the data service area, access to the highspeed internet is required for World Cup, World Championships and Olympic Winter Games competitions.

### **3204.1 Competition channel**

Mandatory radio channel used during the training and competition phases of all events. All course personnel (Starter, Section Chiefs, Jump Marshals, Judges, Medical Teams, Data Service, Jury Members, announcer & sports presentation) should utilize this channel during all active event phases.

### **3204.2 Jury channel**

At World Cup, World Championships and Olympic Winter Games competitions the Jury members must be equipped with a reserved channel for Jury matters. These must function on a single reserved frequency and be free of interference. For all other levels it is recommended.

### **3204.3 Operations channel**

The operations channel is used for all communication that does not relate to the active running of the training or competition phases. Course maintenance, color crews, slip teams, signage, and branding etc can utilize this channel as to not interfere with the competition phases.

### **3204.4 Addition channels**

Any other channel can be added at event organisers discretion.

## **3300 Park & Pipe Officials/Staff**

### **3301 The Jury of a Competition**

The Jury is the body that controls the Competition and is responsible for taking decisions concerning the Competition. Refer to Common section 2007 for further information.

The Chair of the Jury conducts its meetings, is a voting member of the Jury and has an additional casting vote in case of a tie. At WC, OWG, WSC, WJC, YOG and CoC competitions, the Race/Contest Director, if present, takes the Chair; otherwise, the TD is Chair.

#### **3301.1 Members of the Jury**

- the Technical Delegate
- the Head Judge
- the Chief of Competition
- Contest Director at WC, OWG, WSC, WJC, YOG and if present at CoC

3301.1.1 Where competitions of Freeski and Snowboard are to be held concurrently on the same course using double up judging (see 3502.4), each competition shall have the same Jury members except for the Head Judge which will switch between the 2 competitions Freeski or Snowboard.

3301.1.2 For Continental Cup Competitions, the Continental Cup Coordinator, when appointed by FIS, will be a member of the Jury as an additional member

### **3302 Contest Director**

In all major events (UVS, WJC, YOG, WC, WSC and OWG) the FIS Contest director is a part of the key staff and part of the Jury. He/she will follow all phases of the competition and ensure with the rest of the Jury that all technical, schedule and ICR matters are handled appropriately.

Refer to Contest Director's Rule 2009 for detailed information.

At the World University Games (UVS) the FISU Technical Committee Chair, as approved by FIS as Race Director/Contest Director for UVS, has a voting right as a member of the Jury for all competitions,

### **3303 Technical Delegate**

*The primary duties of the TD*

- to make sure that the rules and directions of FIS are adhered to
- to see that the competition runs in a fair manner
- to advise the organisers within the scope of their duties
- to be the official representative of FIS
- Refer to Common section 2008 for detailed information.

### **3304 Chief of Competition**

The Chief of Competition is as described in 3301.1 a member of the Jury. In Park & Pipe his/her additional duties and responsibilities are:

Supervise Halfpipe/Slopestyle/Big Air/Rail training in the absence of the Head Judge and/or the TD

- Oversees the building and construction of the Judges' Stand
- Provides for adequate accommodation (i.e. tables, chairs, partitions, heaters etc.) to fulfil the needed requirements on the Judges' Stand
- Must attend all Halfpipe/Slopestyle/Big Air/Rail Team Captains' meetings
- Provide for sufficient food and refreshments etc. for the Judges as requested by the Head Judge and all other FIS officials.

Refer to Common section 2004.1 for further information.

## **3305 Finish & Start Referee for Major Events (OWG and WSC)**

The Finish & Start Referees are only needed for OWG and WSC.

## **3306 Chief of Course (HP, BA, SS, RE)**

The Chief of Course is responsible for the preparation of the courses in accordance with the directives and decisions of the Jury. He/she must be familiar with local snow conditions on the terrain concerned.

In addition, the Chief of HP/BA/SS:

- Should be a member of the Organising Committee
- Is under the direction of the Jury and the FIS Contest Director
- Must assure that the Halfpipe/Slopestyle/Big Air/Rail course at all times during training and competition conforms with FIS Halfpipe/Slopestyle/Big Air/Rail recommendations and specifications
- Must have experience in building and maintaining Big Air/Halfpipe/Slopestyle/Rail courses. FIS has the possibility to request the presence of a technical adviser appointed by FIS for the preparation and maintenance of the Halfpipe/Slopestyle/Big Air/Rail courses.

### **3306.1 The Course Designer**

Based upon the characteristics of the course and the Course Specifications the Course Designer shall develop a plan and work schedule for the development of the course.

### **3306.2 The Course Builder**

The Course Builder is responsible for the execution of the course build following the directions of the Course Designer and supervised by the Jury.

## **3307 Start Officials**

### **3307.1 The Starter**

The Starter must be in contact with the Head Judge and must be able to communicate immediately with the Jury at all times. He/she assigns the supervision of the competitors to the Assistant Starter

The Starter is responsible for

- The warning signal and the start command.,
- Checks that the competitors are wearing their bibs and helmets during Inspection, Training and Competition.
- Makes sure that the regulations for the start and the start organisation are properly observed.
- Communicates DNS or late starts.
- Ensures that reserve bibs are at the start.



- 3307.2 The Assistant Starter**  
The Assistant Starter is responsible for calling the competitors to the Start in their correct order.
- 3307.3 Both the Starter and Assistant Starter need to be informed appropriately about the competition format that will be used and on how many competitors will proceed to the following phases.
- 3308 Competition Staff**
- 3308.1 Shapers**  
There must be a dedicated crew that has the duty and purpose in close connection with the Jury, Chief of Course and Technical Advisor to build, shape and maintain all parts of all features of the courses in order to be able to open and execute each competition phase whilst ensuring appropriate course conditions.  
The number of shapers shall be sufficient for the timely maintenance of all course features.  
They are in tight connection with Chief of Course.
- 3308.2 Sideslip Crew**  
There must be a dedicated sideslip crew on skis and/or snowboards that has the duty and purpose to work in close connection with the Jury, Chief of Course and shapers, in order to maintain all parts of all features and be able to open and execute each competition phase with appropriate course conditions.  
Based upon the course (HP, BA, SS, RE), weather and snow conditions slide-slipping techniques will vary as well as the number of slide-slippers.  
They are under the control of the Chief of Course and/or chief of competition.
- 3308.3 Colour Crew**  
There must be a dedicated crew on skis that have the duty and purpose to work in close connection with the Jury, Chief of Course and shapers, by colouring with appropriate colour pumps or similar all relevant parts of all features in order to open and execute each competition phase with appropriate course conditions.  
Based upon the course (HP, BA, SS), weather and snow conditions colouring techniques will vary as well as the number of colour crew.  
They are under the control of the Chief of Course and/or chief of competition.
- 3308.4 Kicker/Section/Finish Area Marshals**  
In Slopestyle as well as in Big Air, course marshals are required to be placed in proximity with each feature/section in order to have a direct eyesight of such feature.  
They shall be equipped with a radio and a Flag for controlling the flow of competitors during the various phases of the competition in their section.
- 3308.5 Medical Team**  
There should be a minimum of two rescue / first aid personnel at the Start area at all times during practice and competition.  
  
Refer to medical guidelines and general rule section 2004.5 & 2004.6 for further information.
- 3308.6 Forerunners**  
It is at the discretion of the organiser to provide forerunners. The Jury does confirm the forerunners and their start order. The Jury may designate different forerunners for each run or phase. After an interruption of the competition additional forerunners may be authorised as needed.

The forerunners must wear forerunner's start numbers (bibs) and all FIS required equipment.

The nominated forerunners must command sufficient ability to cover the course.

Upon request, the forerunners shall report to members of the Jury regarding the snow conditions, the visibility and speed on the course.

## **3309 Chief of Results and Assistants**

Refer to common section 2004.3 Chief of Results

In the majority of the cases, it is a person from the data service company or the person handling the calculation system.

### **3309.1 Trick Caller**

A Trick Caller for all Slopestyle competitions at OWG, WSC and WC will be appointed. The Trick Caller is approved by the Jury. The duty is to name all performed Tricks and help the Chief of Results to type the names into the graphic system.

## **3310 Competition Secretary**

Refer to Common Section Rule 2004.4.

## **3311 Judging Panels**

### **3311.1 Definition**

The Judging Panel for a competition will be a group of 3-9 qualified Judges and a qualified Head Judge with the correct licence for each competition level (certified by the SB & FK Judging Advisory Group). The Judges must judge based upon the current FIS rules and judging criteria

All Head Judges and Judges for the upcoming season will be selected prior to the fall meetings of the FIS Snowboard, Freestyle and Freeski Committee.

The Judges for CoC- and FIS-Events will be selected when the final calendar planning is completed.

### **3311.2 Responsibility**

The Judges structure falls under the responsibility of the Snowboard Freestyle Freeski Committee. The Judging Advisory Group exercises this authority.

### **3311.3 Prerequisites**

A Judge and Head Judge are required to have the correct licence for the different competition levels undertaken

### **3311.4 Development**

The development for a Judge is:

- Obtain a C Licence via the official certification path
- Gain Regional/National judging experience
- Attend an International Judging Clinic.
- Satisfactory completion of steno/written exam at an International Clinic.
- If prerequisite for judging experience is met, the judge is eligible to obtain an international Licence. (See 3311.6 Qualifications – Licence)

National Associations may nominate capable individuals as Judge

Applicants for participation in the FIS development process.

The SB & FK JAG has the final decision as to their acceptance.

**3311.5****Training**

For Snowboard the initial training of the applicant is done via the NSA using platforms such as WSF education process and open to all judges.

For Freeski, it is the responsibility of each National Association.

Applicants are required to attend a FIS International Judges' Clinic, pass a written examination and be approved by the FIS SB & FK Judging Advisory Group (JAG). The examination will be given in an official FIS language.

**3311.6****Qualifications – Licence**

SB and FK licences are specific to each Event. There is no combined SB/FK licence. A Judge must meet the following prerequisites to obtain a licence in Snowboard or Freeski.

**A-Licence**

A-Licence Judges may judge at all levels of FIS SB / FK competitions, and be Head Judge at all FIS competitions including Olympic Winter Games, Youth Olympic Games and World Championships.

**B-Licence**

B-Licence Judges may judge FIS World Cups, Youth Olympic Games, Continental Cups and lower, and be Head Judge at FIS Continentals and lower.

**C-Licence**

C-Licence Judges may judge FIS Continentals and lower.

In exceptional circumstances, a maximum of 1 C-Licence Judge per World Cup event is allowed.

A maximum of 2 C-Licence Judges per Continental event is allowed.

C-Licence Judges may be Head Judge at all National events.

<b>Licences</b>	<b>OWG</b>	<b>YOG</b>	<b>WSC</b>	<b>WC</b>	<b>UVS</b>	<b>WJC</b>	<b>CoC</b>	<b>FIS</b>	<b>NC</b>
<b>A-Judges</b>	X	X	X	X	X	X	X	X	X
<b>B-Judges</b>		X		X	X	X	X	X	X
<b>C-Judges</b>				X**		X**	X*	X	X

\*) Only a maximum of 2 (two) C-licensed judges per FIS Continental Cup competition

\*\*) Only a maximum of 1 (one) C-licensed judges per FIS World Cup and WJC

**3311.6.1*****Prerequisite for a A-Licence***

- Have a minimum of three (3) years judging experience in the respective event.
- Have attended a minimum of two (2) International Judges' clinics in the last three (3) years.
- Have judged a minimum of one (1) World Cup in the last three (3) years.
- Approved by the FIS SB / FK Judging Advisory Group (JAG).
- A judge can apply for a licence upgrade based on prior experience judging high-level independent events, or prior experience as a high-level competitor. Applicants must have attended a minimum of one (1) FIS International Judging Clinic, and have the approval of their NSA. JAG to approve or deny judging licence upgrade applications.

- To maintain/renew an FIS A-Licence, a judge must attend a minimum of one (1) International Judging Clinic in the past two (2) years and show satisfactory skills/knowledge on the practical examination. Attendance every year is encouraged

#### 3311.6.2

##### *Prerequisite for a B-Licence*

- Have a minimum of two (2) years judging experience in the respective event.
- Have judged a minimum of two (2) FIS Continental Cups (or equivalent) in the past two (2) years.
- Have attended minimum of one International Judges' clinic.
- Approved by the FIS SB / FK Judging Advisory Group.
- A judge can apply for a licence upgrade based on prior experience judging high-level independent events, or prior experience as a high-level competitor. Applicants must have attended a minimum of one (1) FIS International Judging Clinic, and have the approval of their NSA. JAG to approve or deny judging licence upgrade applications.
- To maintain/renew a FIS B-Licence, a judge must attend a minimum of one (1) International Judging Clinic in the past two (2) years and show satisfactory skills/knowledge on the practical examination. Attendance every year is encouraged.

#### 3311.6.3

##### *Prerequisite for a C-Licence*

For Snowboard, the C-Licence is issued by the FIS JAG using WSF and requiring standardized online training, a live clinic (in person or remote) and standardized online testing.

For Freeski, it is a National Licence and is based on the NSA's rules and structure. FIS SB & FK JAG will maintain a current list of C-licensed judges submitted to the JAG by the NSAs.

#### 3311.6.4

##### *In General*

For Snowboard, C level licences will be given out by the FIS JAG / WSF following an agreed certification protocol between FIS and WSF.

In order to obtain a higher Licence, a judge needs to attend an International FIS judging Clinic and be approved by the FIS SB & FK JAG.

#### 3311.7

##### **Head Judge responsibilities and duties**

The Head Judge is preferably a non-judging member of the judging panel, responsible for checking the accuracy of the Judges decisions, checking the memory boards and scoring results with the Chief of Calculation and confirms the verified results with the TD and polices the Judges area / stand.

For the detailed responsibilities and duties refer to the Judges Handbook

#### 3311.8

##### **Judges' responsibilities, duties & procedures**

- To adjudicate and rank every competitor fairly, without bias, without regard to former impressions, and without regard to the competitor's national affiliation, competition, colour or creed.
- A judge shall not predict outcomes in advance, or take part in betting on the competition where he/she is part of the judge panel.
- To follow the FIS judging criteria as described in the Judges Handbook in all aspects
- Judges may not be assigned to competition which a family member is participating (children, brother, sister, husband & wife)

For the detailed responsibilities and duties refer to the Judges Handbook.

## **3311.9 Number of Judges**

3311.9.1 For OWG and WSC: there will be a minimum of 7 Judges\*:

For Halfpipe, Big Air, Slopestyle and Rail

- 1 Head Judge
- 6-9 Scoring Judges

3311.9.1.1 For Slopestyle, if section by section judging is used a minimum of 9 scoring Judges and one Head Judge must be used.

3311.9.2 For FIS World Cup, FIS Snowboard Junior World Championships and all other International competitions there will be a minimum of 7 Judges:

- A minimum of 6 Scoring Judges
- 1 Head Judge

3311.9.2.1 For Slopestyle, if section by section judging is used a minimum of 8 scoring Judges and one Head Judge must be used.

3311.9.2.2 In special cases at International competitions – CoC and lower level FIS – a minimum of 1 Head Judge + 3 scoring Judges can be allowed (exceptions can be made only by FIS).

\*At a Major event, in case of force majeure, if the number of scoring judges drops below 6 judges please refer to rule 3403.2 in regard to how scores are counted.

## **3311.10 Number of Judges per Country**

Judges (Competition Levels)

Level 3-4 Competitions (FIS and Nationals)

- Any licensed judge

Level 2 Competitions (COC)

- At least 2 (two) countries represented on scoring panel

Level 1 Competitions (OWG, WC, WSC, WJC and YOG)

At World Championships & Olympic Winter Games

If the Judging Panel is not to be split into groups judging separate sections or features, not more than one Judge (including the Head Judge) may be from any one nation. If the Judging Panel is to be split by section or feature and the Panel comprises more than 7 Judges, up to two Judges per nation (including the Head Judge) may be assigned but these shall not judge the same section/feature and the Panel must in all cases include Judges from at least 6 nations.

At World Cups, Junior World Championships and YOG

Up to two Judges per nation (including the Head Judge) may be assigned.

## **3311.11 Expense Accounts**

Judges are entitled to reimbursement for travel expenses up to CHF 600.—<sup>1\*</sup> (highway taxes included)<sup>1</sup>, as well as free accommodation and meals during their assignment. This rule applies to inspections as well as the trip to the competition (first class rail or, for longer distance, tourist class air fare, or car at CHF 0.70/km). Judges receive in addition a fixed daily rate of CHF 125.--\* for World Cup,

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<sup>1</sup> The maximum payment of CHF 600.-- is valid for all races except Olympic Winter Games, World Championships, World Cup and Continental Cup unless due to geographic considerations an exception is granted.

Continental Cup, World Championships and lower level events for travel days to and from, as well as each day of the assignment.

The Head Judge may receive 1 additional day on assignment, and expense up to 10 CHF/day for use of a personal cell phone at international events.

Double charges (e.g. when travelling home on the same day as the last competition) are not permitted. If overnight accommodation during the journey to and from the assignment is necessary, it must be justified and reimbursed separately.

On training day, if a judge has further than 200 km drive to the competition, accommodation must be provided the preceding night by OC unless official training starts after 10:00 am.

If there is night/evening finals and competition ends later than 20:00, accommodation must be provided by OC prior to the judges departure.

The judges must attend one day of training at the CoC level.

\* This rule applies to all Jury members at FIS World Championships

## **Organising Committee Costs for Judges**

### **Continental Cups**

- At all Continental Cups the cost of travel and compensation must be paid to the Judges by the organiser.
- The FIS SB & FK JAG can decide to use only five judges or less at these competitions.
- Lunch for judges during the assignment.
- Accommodation and meals (see above for World Cups).
- The Judges compensation is to be paid for each day of assignment, including two travel days only, (e.g. 2 days - Qualification and Final day).
- On a training day, if a judge has longer than 200 km drive to the competition, accommodation must be provided the preceding night by OC unless official training starts after 10:00 am.
- If there is night/evening finals and competition ends later than 20:00, accommodation must be provided by OC prior to the judge's departure.
- In the event of a cancellation, the judges will receive compensation for days judged only. In the case of a competition being canceled the day of the competition, if the judges are on the stand, they will get the compensation for that day. The judges will be reimbursed for out of pocket expenses incurred as a result of a cancellation; this includes advanced air ticket.
- The judges must attend one day of training at the CoC level.

### **3311.11.1**

#### **Payment of Judges' Per Diems and Expenses**

The payment of the CHF/USD/EUR must be paid electronically by bank transfer no later than fifteen (15) business days after the last competition or when Judges have sent in their Expense sheet to FIS/LOC.

A late payment charge of CHF 300 will apply for FIS/LOC from 15 business days after the last competition day or receiving the bank information for each late payment to each individual judge.

After 30 business days, a 2<sup>nd</sup> charge of CHF 300 will apply until payments are done. After 45 business days, a 3<sup>rd</sup> charge of CHF 300 will apply until payments are done.

Excluded from this is a delay due to wrong or missing bank account information as provided by the Judge.

The judge is responsible for transmitting their bank account information including all necessary data (official form is available on the FIS Website) electronically to the FIS/LOC. The date of submission of bank details to the FIS/LOC is valid for the above deadlines for the FIS/LOC to execute payment.

## 3311.12

### **Assignments & Replacements**

For Olympic Winter Games, FIS Snowboard World Championships and FIS Junior World Championships the appointment of the entire Judges' panel is made by the FIS Council on recommendation of the Snowboard Freestyle Freeski Committee.

#### 3311.12.1

##### *Olympic Winter Games*

For Olympic Winter Games the appointment of the entire Judges' panel is made by the FIS Council on recommendation of the Snowboard Freestyle Freeski Committee.

##### **Judges' selection criteria for Olympic Winter Games**

- A judge must have a FIS SB or FK A-Licence for the selected Event
- A judge has to be nominated by the FIS SB & FK JAG
- A judge must have been a judge at a minimum of eight FIS World Cups (including FIS World Championships) two years prior to OWG.
- A judge should have a good command of the English language
- Judges should be from different areas: Asia, Southern Hemisphere, Europe, Scandinavia and North America.
- A Head Judge should have been a Judge (not a Head Judge) at the previous Olympics.

All National Associations can propose Judges to the FIS SB & FK JAG, if they meet all the criteria.

#### 3311.12.2

##### *WCS, YOG, WC, WJC*

For FIS Snowboard World Championships and FIS Junior World Championships, World Cups and Youth Olympic Games the appointment of the entire Judges' panel is made by the FIS Council on recommendation of the Snowboard Freestyle Freeski Committee, following nomination by the FIS SB & FK JAG.

#### 3311.12.3

##### *Lower level (CoC, NAC & FIS):*

Judges' panels will be nominated by the national organiser together with FIS SB & FK JAG.

## 3311.13

### **Judge Replacement**

If a Judge for Olympic Winter Games, FIS World Championships or FIS Junior World Championships is unable to serve, the FIS Council as well as the National Ski Association to which the Judge belongs are to be notified. The FIS Council must appoint another Judge immediately.

For all other competitions the National Ski Association to which the Judge belongs, together with FIS, is responsible for the immediate appointment of a replacement. The Organising Committee in question and FIS are to be informed immediately.

If for unforeseen reasons, a Judge for the Olympic Winter Games, FIS World Championships and FIS Junior World Championships does not arrive or arrives too late at the competition and thereby is partly or completely unable to fulfil their function at the competition, the Assistant Head Judge will replace them.

## 3311.14

### **Organisation of Assignments**

The organiser must establish contact with the Judges, especially with the Head Judge, in advance of the competition.

Cancellations or postponements of competitions must be announced to all Judges and to the FIS immediately, taking into account any applicable deadlines.

The Nations propose the judges to the Snowboard & Freeski Judges Advisory Group\* (FIS SB & FK JAG). In case of OWG, WSC or WJC, the proposals of the

FIS SB & FK JAG and the Snowboard, Freestyle and Freeski Committee are subject to the final approval from the council.

There is no maximum number of WC events for Judges but rotation is strongly recommended.

\*) In case the FIS SB & FK JAG proposes a Judge, the respective National Association has to approve the nomination in advance.

The FIS SB & FK JAG Chair is responsible for verifying the Nation's confirmation.

OWG: Nations' proposals must be made prior to the annual fall FIS meetings – approximately 1.5 years prior to the Games.

WSC: Nations' proposals must be made prior to the annual spring FIS meetings approximately 1 year prior to the competition.

WJC: Nations' proposals must be made prior to or at the annual fall FIS meetings of the respective season.

WC: Nations' proposals must be made prior to or at the annual fall FIS meetings of the respective season.

## **3400 Judging Criteria & Scoring**

### **3401 Judges' Handbook**

The Judges' Handbook is to be considered as an Integral Part of the ICR.

### **3402 Judging Criteria (Big Air, Slopestyle & Halfpipe)**

For a description of the judging criteria, see the Judges' Handbook rule 8. Following Judging Criteria are taken into consideration.

- Execution
- Difficulty
- Amplitude
- Variety
- Progression

For a description of the judging criteria, see the Judges' Handbook rule 8.

### **3403 Point System**

Each Judge shall give a score out of 0 - 100 to each competitor, without the use of decimals. Wherever the competitor's score is derived from a calculation involving division, the result shall be truncated (rounded down) and shown to two decimal places.

#### **3403.1 Deduction Scale**

Each judging system has its own deduction scale for execution errors. The deduction scale is different for each Event and is defined in the chapters relating to each judging system in the Judges' Handbook.

#### **3403.2 Overall Impression System**

Each Judge shall score the run by evaluating it from start to finish from an overall perspective, using the criteria described in the Judges' Handbook.



Three to seven judges shall independently evaluate the competitor's performance based upon the judging criteria. If there are 6 or more scoring Judges the high and low scores shall be discarded and the remaining scores will be counted. If there are up to 5 scoring Judges, all scores will count.

The judges take falls, mistakes and stops into consideration and can deduct points of the run/judge for each fall/stop. (See deduction scales judges handbook)

### **3403.3 Section by Section Judging for Slopestyle (SS)**

Minimum 7 up to max 9 scoring judges:

For WC, WSC and OWG if the Section by Section judging format is used, a minimum of 9 scoring judges is required.

Judges will be divided into 2 parts: Trick judges / Composition Judges.

The combined value of an overall score is always 100 percent, but the value of either can vary. The following values are recommended:

Trick Judges: 60% from total score

Compositionn Judges: 40% from total score

Composition Judges will enter 0 - 100 points each and Trick Judges will enter 0 - 100 points each and this will be recalculated in the Data & Results system.

#### **3403.3.1 Trick Judges**

Two to Three panels of Trick judges will evaluate the different sections of the Slopestyle course. The judges can be in panels of two or three judges and each panel will evaluate two or three sections after each other in the course. Trick judges will evaluate each section individually using points to create a ranking in each section.

Scores from each section can be divided equally between all sections in the slopestyle or each feature / section can have different values. Also different features in one section can have different value.

If a competitor has a fall or crash as defined in the Snowboard & Freeski Judges' Handbook on their run, all sections after the affected section will receive a score of zero. The application will be discussed at the TCM.

#### **3403.3.2 Composition Judges**

One panel of two or three judges will evaluate the run based on Judges Criteria Used.

The total score from Composition judges will be calculated with the average of the scores from the Composition judges.

If a competitor has a fall or crash as defined in the Snowboard & Freeski Judges' Handbook on their run, the judges will award a set score determined at the Team Captains' Meeting for each section completed.

### **3404 Ranking System**

#### **3404.1 True Overall Ranking only for FIS Level & below**

Each Judge will rank the competitors over all competition runs with the Criteria as described for Overall Impression in the Judge handbook with Variety as main Criteria. They may be scored from the Judges at the end of the heat for information to the competitors.

The competitors shall be divided into following Groups according to their performance:

- Excellent
- Good
- Average
- Explorer

## **3405 Data & Results System**

The data service system (hardware and software) must be of a standard appropriate to the level of event. The data system shall ensure that the seeding & result process is covered according to the rules. The Head Judge must be able to view the rankings after each run, in a manner that fits with the competition format. The system must be capable of uploading the Results in the XML format prescribed in <https://www.fis-ski.com/en/inside-fis/document-library/timing-data>. It is recommended to use a FIS certified Data system.

The minimum requirement is a spreadsheet which is programmed to present the results according to the chosen competition format and correctly sorted to rank order.

The scores may be transferred by scorecards and typed in by the Chief of Results or his/her assistant.

On CoC and higher level events a system of keypads or similar devices (e.g. tablets) for direct input of the Judges' scores for each individual Judge is mandatory. On WJC, WC, WSC, OWG it is mandatory that all Judges have a screen showing their individual scores and rankings updated after each run.

For Details refer to the Data Service Booklet and CoC/WC Rule book.

### **3405.1 Scoring Gap Alert**

On WJC, WC, WSC, OWG it is mandatory to have a scoring gap alert, which indicates when the difference between adjacent scores falls to between 2 and 5 (equal 2 to 5 positions), as determined by the setting chosen for the competition.

### **3405.2 Tie blocker for World Cup, World Championships, Youth Championship**

On WJC, WC, WSC, OWG it is mandatory to have a tie blocker. In case of a tie, the score may only be accepted into the system following confirmation by the Head Judge.

## **3406 Video Judging**

In upper level FIS competitions (OWG, WSC, WC, YOG and WJC) there will be the use of video judging for Halfpipe, Slopestyle and Big Air. Video feed can be used as help for judges or it can be used as the only feed for judges.

A minimum of 2 big screens for HP and BA and 3 for SS in the judges stand and feeds from TV production need to be provided. (refer also to TV Guide Lines)

### **3406.1 Halfpipe**

One isolated feed from the bottom of the Halfpipe (back of finish corral) is required.

### **3406.2 Big Air**

Isolated feed from one camera that covers inrun, take-off, airtime and landing from a distance in order to give idea of size, space, depth and flight trajectory. An additional feed could be required filmed from the knuckle in order to see grabs appropriately.

A fixed camera from the back to show take offs is required as well.

**3406.3****Slopestyle**

This feed should cover the entire course with consistency, adequate technical images (competitors entire run including in-run, rails, airtime, landing, similar pictures etc.). Take-offs and landings of all features must be visible on video feed. The entire trick should be displayed as a continuous shot and not cut in middle.

**3406.4****Replay System**

In upper level FIS competitions (OWG, WSC, WC, YOG and WJC) a video replay system needs to be available with maximum 4 possible inputs. The system needs to provide replays of the already existing images shown during the live judges' coverage.

- In HP the images from the camera from bottom and from top camera.
- In BA the entire run and the close up from the knuckle to see grabs as well as the camera filming the take off from behind.
- In SS the live feed cut by the TV crew.

If a coach / competitor believes that the trick performed was misidentified by number of rotations, a video review may be requested. The review will be made by the Judges and Jury reviewing only official footage from the competition.

The review must be requested prior to the beginning of the next phase of the competition or, if in the Final phase, prior to the official results being published. Review requests will not be accepted after this time.

The request for review can be made to any member of the Jury, Referee or Jury appointed person (which is announced at the Team Captains meeting).

Upon review, it is at the judges' panels discretion together with the Jury to change the scores if needed.

**3500****Competition Formats & Heat Description****3501****Heat Format**

Park & Pipe events are organised in heats for the phases Qualification, Semifinal & Final as described in 3501.1 Qualification, 3501.2. How competitors qualify to Semifinal and/or Final. Each Phase can have different number of competition runs and counting runs. The rundown of the heats can be different for each phase. The format cannot change between heats inside one phase.

It is recommended to do a Semifinal if there are more than 24-30 competitors (2 or more heats).

Which exact format will be used must be decided by the jury based on time and number of entered participants in the competition and be announced latest at the Team Captains'/Competitors' meeting as described in Rule 3603 Announcement of the Format.

**3501.1****Qualification****3501.1.1*****Qualification Heat Size***

Qualification will be held in heats per gender. The number of heats depends on the total number of competitors per gender and will be decided by the Jury before the Team Captains'/Competitors' Meeting.

A Qualification heat has the following number of competitors for each event:

Halfpipe: 12-30 per heat (ideal 25)

Slopestyle: 12-30 per heat (ideal 20-25)

Big Air: 12-30 per heat (ideal 25-30)

Rail: 10-25 per heat (ideal 15)

Gender/Categories with lower numbers than above will compete with all participants in one single heat.

### 3501.1.2

#### *Seeding*

The Seeding will be done as follows:

Competitors will be divided into the heats according to their ranking on WSPL Ranking/FIS Point or eventually WSP for Freeski list in the respective event. If competitors are tied their position will be decided by draw. Competitors with no points will be ranked by random draw below the competitors with points.

If there are two Heats, the competitors will be divided as follows

Heat 1: Ranking 1, 4, 5, 8, 9 etc.

Heat 2: Ranking 2, 3, 6, 7, 10 etc.

If there will be three Heats:

Heat 1: Ranking 1, 6, 7, 12 etc.

Heat 2: Ranking 2, 5, 8, 11 etc.

Heat 3: Ranking 3, 4, 9, 10 etc.

If there will be four Heats:

Heat 1: Ranking 1, 8, 9, 16 etc.

Heat 2: Ranking 2, 7, 10, 15 etc.

Heat 3: Ranking 3, 6, 11, 14 etc.

Heat 4: Ranking 4, 5, 12, 13 etc.

### 3501.2

#### **How Competitors qualify to Semifinal and/or Final**

The numbers in the format description are the standard procedure for World Cup and Major Events with field sizes of 10-12 men & 6-12 women in the final. For CoC, FIS or other events the numbers may be adapted to the existing field size by the jury before the TC/Competitors meeting. It is recommended that the qualified competitors to the next phase are around 1/3 of the field.

There are the following options to choose how to proceed from Qualification to Finals:

#### 3501.2.1

##### *Direct to the Finals with no Semifinal*

Qualification will be conducted and a set number of competitors will go directly to the finals, as follows:

Men:

With one heat: Top 10-12 competitors

With two heats: Top 5-6 competitors from each heat

With three heats: Top 4 competitors from each heat

With four heats: Top 3 competitors for each heat

Women:

With one heat: Top 6-12 competitors advance to finals

With two heats: Top 3-6 ranked competitors from each heat

With three heats: Top 2-4 ranked competitors from each heat

#### 3501.2.2

##### *Direct to the Finals + combined highest scores*

Heat competition format with XX competitors advancing to the Final

The Jury may conduct heats for Qualifications with the competitors advancing from each heat plus the next highest scores from the overall qualifying day not already qualified. Number of specific competitors is relative to the Finals field size as determined by the Jury.

This format is only valid for single judged heats and with consistent course conditions based on a stable weather forecast.

### 3501.2.3

#### *Semifinal with direct qualification to Finals*

Qualification heats are conducted and the top ranked competitors from each heat go directly to Finals whilst lower ranked competitors go to a Semifinal, in the following numbers:

The top competitors from each heat are qualified directly to the Finals:

Men:

With one heat: Top 5-6 advance directly to the Finals

With two heats: Top 3 advance to the Finals

With three or four heats: Top 2 advance to the Finals

Women:

With one heat: Top 3-6 advance directly to the Finals

With two or 3 heats: Top 2-4 advance to the Semifinals

Qualification to the Semifinals will be as follows if a Semifinal with direct qualification is held:

Men:

With one heat: Rank 6/7th to 18th advance to Semifinals

With two heats: Rank 4th to 9th advance to Semifinals

With three heats: Rank 3th to 6th advance to Semifinals

With four heats: Rank 3th to 5th advance to Semifinals

Women:

With one heat: Rank 4/5/6/7th to 9th advance to Semifinals

With two heats: Rank 3/4/5th to 5/6/7th advance to Semifinals

With three heats: Rank 3/4/5th to 6/7/8th advance to Semifinals

Qualification to the Finals from Semifinal:

Men: Top 5-6 competitors advance to the Finals

Women: Top 2-6 competitors advance to the Finals

### 3501.2.4

#### *Semifinal for all top Competitors*

Qualification will be conducted and all top competitors from each heat go to a Semifinal as follows:

Men:

With one heat: Top 10-24 competitors

With two heats: Top 10-12 competitors from each heat

With three heats: Top 7-8 competitors from each heat

With four heats: Top 5-6 competitors for each heat

Women:

With one heat: Top 12-24 competitors advance to finals

With two heats: Top 6-12 ranked competitors from each heat

With three heats: Top 4-8 ranked competitors from each heat

Qualification to the Finals from Semifinal:

Men: Top 10-12 competitors advance to the Finals

Women: Top 6-12 competitors advance to the Finals

### 3501.3

#### **Heat Format for Age Categories**

Each age category is a separate heat. Categories which are bigger than the recommended numbers in rule refer to rule 3501.1.1 Qualification heat size shall be seeded into heats as described in the rule.

The number of Finalists for each category will be decided by the Jury before the Team Captains'/Competitors' Meeting.

Age categories with fewer than four participants may be joined with a next older or younger category.

## **3502 Counting Runs / Number of Runs for each Phase**

For a phase to count as a result, a minimum of 2 runs must be completed.

### **3502.1 Best of 2**

2 runs for all competitors.

The heat ranking will be determined from the competitor's best score.

### **3502.2 Best of x**

3 or more runs for all competitors.

The heat ranking will be determined from the competitor's best score.

### **3502.3 2 or more best of x**

3 or more runs for all competitors.

The heat ranking will be determined from the competitor's two or more highest scores, depending on the number of runs and counting runs (which shall be announced at the TC Meeting).

This format is only valid for single hit events, or short slopestyle events with only 1 Kicker and 1 Rail on FIS Level and below. Variety has to be taken into consideration as described below.

#### **3502.3.1 *Variety in Big Air with Scoring***

In Big Air best 2 out of 3 format, the two counting tricks must be different. If a competitor performs the same type of trick two times or more during the same phase, the one highest scored trick will be counted and the lower ones not considered. If only two jumps are performed in a single phase, the highest individual score will count.

#### **Clockwise / Counterclockwise Format**

Different types of tricks are defined as follows:

- Clockwise and Counterclockwise.
- Forward or switch front flips / forward or switch back flips. Once a competitor adds a rotation of 180 degrees or more to a flip it becomes a rotational trick (clockwise or counterclockwise).
- Straight airs or switch straight airs are to be considered as different type of trick

#### **2 of 4 Directions Format**

Different types of tricks are defined as follows:

- Snowboard: Frontside, Backside, Switch Backside, Switch Frontside
- Freeski: Right, Left, Switch Right, Switch Left.
- Forward or switch front flips / forward or switch back flips. Forward or switch front flips / forward or switch back flips. Once a competitor adds a rotation of 180 degrees or more to a flip it becomes a rotational trick (clockwise or counterclockwise).
- Straight airs or switch straight airs are to be considered as different types of trick.

The version of the format used for Women and at each event is to be decided at the Team Captains meeting prior to the first training session. Women and Men may use a different format version at the same event.

Refer to Judges Handbook for detailed a description of Variety in Big Air.

At the TC meeting has to be decided which version for the men will be chosen.

- 3502.4 True overall Ranking**  
The competitors are ranked/scored over all competition runs taking all complete runs in consideration.
- 3503 Tie Breaking**  
If two or more competitors are tied they will receive the same rank (points). The competitor with the higher start number will be listed first on the official result list.
- 3503.1 Ties for the last qualification place for semifinals**  
If two or more competitors are tied on the last position to go to semifinals they shall receive the same rank (points) and both are qualified to the semifinals. There shall be respectively more competitors in the semifinals.
- 3503.2 Ties for the last qualification place for finals**  
If two or more competitors are tied on the last position to go to the finals, they shall receive the same rank (points). All tied competitors go directly to the finals.
- 3503.2.1 Without Semifinal*  
If there is no Semifinal as described in 3501.2.1 Direct to the Finals with no Semifinal, there shall be respectively more competitors in the finals.
- 3503.2.2 With Semifinal*  
If the Semifinal format is used as described in 3501.2.3 semi with direct quali and there is a tie in the Qualification phase for competitors going to Finals the number of qualified competitors to the Semifinals shall be accordingly reduced inside the respective heat. Out of the Semifinals the number of competitors that qualify for the final will be accordingly reduced as tied competitors advanced from Qualifications.
- 3504 Procedure of a Heat**
- 3504.1 Single Judged Heats**  
The heats will be held separate one after each other. The entire Judge panel will score the same heat.
- 3504.2 Double Up Heats**  
In this judging format, the competitors of two Heats in the same Competition train and compete at the same time. The Judges will be divided into two different judging panels with one Head Judge. Each of the two panels will consist of a minimum of three Judges. Judge Panel 1 scores all runs from Heat 1/3, Judge Panel 2 scores all runs from the Heat 2/4. This judging format is permitted for the Qualification phase only.
- If it has been decided to run two competitions for different Disciplines (SB, FS) on the same course concurrently, a completely separate Judging panel shall be used for each Discipline.

### 3504.3

#### **Jam (Only for NC, FIS Level and below)**

Each heat will get a predefined time frame for the heat jam. All competitors can do as many runs as possible in that timeframe.

The 1st run is started by start order. Run 2 and more do not have a start order.

The Jury will have to define following parameters before the TC Meeting:

- Heat Size adapted to the turn around with competing run and mountain Transport.
- Time frame for the heat jam
- Counting runs: best of or True Overall Ranking

### 3504.4

#### **Knock Out**

This format is for Finals only and ideal for single hit events (Big Air, Rail). It is recommended to do for qualification a Semifinals for all top competitors as described in 3501.2.4 or only one heat with a small field size as qualification for a proper KO. Final seeding with the Top 16 or 8 competitors.

#### 3504.4.1

*A Knock out Final consists of:*

- 1/8-finals men
- 1/4-finals women & men
- 1/2-finals women & men
- Small and big finals women & men
- Two jumps / best jump to count
- Winner goes further

Highest score from Qualification will start as no 2 throughout the finals

- Rank 1–2: Ranking from Big Final
- Rank 3–4: Ranking from Small Final
- Rank 5–8: Ranking from Qualification result
- Rank 9–16: Ranking from Qualification result

#### 3504.4.2

*Variety in a Knock out Final*

The competitor can only perform a maximum of two of the same tricks during the knock-out format in Finals (maximum of four winning jumps).

If a competitor performs the same trick two times or more during the Qualifications or the Finals the highest trick will be counted and the lowest not considered.

#### 3504.4.3

*Knock out Finals Pairings*

Pairings for Head to Head 1/8 Final

Pair 1: Place 1 & Place 16

Pair 2: Place 8 & Place 9

Pair 3: Place 5 & Place 12

Pair 4: Place 4 & Place 13

Pair 5: Place 3 & Place 14

Pair 6: Place 6 & Place 11

Pair 7: Place 7 & Place 10

Pair 8: Place 2 & Place 15

Pairings for Head to Head 1/4 Final

Pair 1: Winner Pair 1 & 2 from 1/8 Final (men) or Place 1 & Place 8 (women)

Pair 2: Winner Pair 2 & 4 from 1/8 Final (men) or Place 4 & Place 5 (women)

Pair 3: Winner Pair 5 & 6 from 1/8 Final (men) or Place 3 & Place 6 (women)

Pair 4: Winner Pair 7 & 8 from 1/8 Final (men) or Place 2 & Place 7 (women)

Pairings for Head to Head 1/2 Final

Pair 1: Winner Pair 1 & 2 from 1/4 Final

Pair 2: Winner Pair 3 & 4 from 1/4 Final



Pairings for Head to Head Small Final  
Pair 1: 2nd place from both 1/2 Final

Pairings for Head to Head Big Final  
Pair 1: Winner from both 1/2 Final

#### 3504.4.4

#### *Ranking of a Knock out Final*

The winner of the Big Final will be ranked 1<sup>st</sup>.  
The 2nd of the Big Final will be ranked 2<sup>nd</sup>.  
The winner of the Small Final will be ranked 3<sup>rd</sup>.  
The 2nd of the Small Final will be ranked 4<sup>th</sup>.  
The 2nd of the ¼ Final will be ranked 5th - 8th by their Qualification Rank.  
The 2nd of the 1/8 Final will be ranked 9th - 16th by their Qualification Rank.

## **3600 Phases & Procedures**

### **3601 Entry**

The procedure and timelines of the entry system are described in the general FIS rule section Refer to 215.

#### **3601.1 Age limits**

In all FIS competitions age limits are applied in order to be able to participate at the various levels of events.  
Refer to general section 2013.

#### **3601.2 Quota**

In all FIS competitions quota restrictions are applied based upon the type and level of event.  
Refer to the quota sheets of the various levels and types of competition.

### **3602 TC / Competitors Meeting**

Refer to 2033.1 & 216.

### **3603 Announcement of the Format**

The Jury will determine the format based upon field size, course conditions, weather conditions and time available to conduct the competition.

The following parameters will be defined:

- Number of Qualification Heats
- Semifinal format, yes or no? With direct Qualification for Finals or without?
- Finals only format in case of small Categories?
- Number of competitors who proceed to the following phase
- Counting runs
- procedure of the heat (single judging, double up, jam)

During the TCM and more precisely during the one before the draw the format of the competition will be announced and confirmed.

Under severe circumstances the Qualification may be eliminated and the Finals only may be conducted, provided the official practice time is available.

OWG, WCH, WJC, WC's and CoC's have the format defined in the respective rules.

## **3604**

### **Start Order**

The creation of the start order represents the moment where final participation of competitors is confirmed and start lists are generated.

No adding of competitors or change of names are permitted.

Refer to 217, 2018 & 2019.

#### **3604.1**

##### **Start Order Qualification**

The WSPL/FIS points list provided by FIS (or whichever list is agreed upon by the Jury to base the creation of the start lists) must be used for the classification of competitors. If competitors do not appear in such lists, they shall be assigned to the group of competitors without points.

The competitors are divided into heats. The Start Order is according to the heat seeding as described in rule 3501.1 Seeding with the top competitors starting 1st.

##### **3604.1.1**

###### *Start Order OWG, WSC, WC*

The competitors of each heat will be divided into 3 Groups (depending on the field size) and drawn separately for the starting order.

Group 1: Competitors seeding ranked 1 – 10<sup>th</sup> in each heat.

Group 2: Competitors seeding ranked 11<sup>th</sup> – 20<sup>th</sup> in each heat.

Group 3: Competitors seeding ranked 21<sup>st</sup> and onwards in each heat.

It will be announced at the TC meeting whether group 1 or 2 starts first. Additionally, if a competitor gets drawn first in 2 consecutive events the Team captain can ask for a redraw.

#### **3604.2**

##### **Start Order Semifinal**

Start order for Semifinals will be same start order for run 1 and run 2 based on results from Qualification.

The ordering criteria is lower qualification Ranks before higher Qualification Rank. Between the competitors with the same qualification rank from the different heats the one with the lower Qualification score (as defined in 3502 counting runs) will start before the competitor with higher score.

If the score is the same, the worse seeding position decides who starts 1st.

#### **3604.3**

##### **Start Order Final**

Start order for Finals will be the same for all Final runs based on results from Qualifications and Semifinals.

Start list with competitors from semifinalists:

1st Start the last qualified competitor from Semi Finals (rank 3 women / 6 men) followed by the next better ranked competitors from the semifinals ordered by lowest scores first and highest scores after.

Option 2 with the direct qualified competitors will start in following order:

1st seeding criteria is lower qualification score before higher qualification score. If the score is the same the lower FIS Points or WSPL points, whichever have been used to generate the start list, will decide who starts first.

##### **3604.3.1**

###### **Start Order in Big Air Final (2 best of 3 runs format or 1 best of 2 runs)**

Start order for Finals will be the same for the first 2 Final runs based on results from Qualifications and Semifinals. The 3rd and last run shall be conducted by ordering the finalist in a reverse order according to the Ranking after final run 2.

In the event that a 2 run final is conducted, the second and last run can be conducted by ordering the finalists in reverse order according to the ranking after Final run 1.

In both cases, if the scores are the same, the worse seeding position decides who starts 1st.

### **3605 Jury Course Inspection**

The Jury shall meet formally to approve the course before the first Official Training. A member of the Jury shall inspect the course before the commencement of each day's Official Training, and periodically during the competition.

### **3606 Teams' Course Inspection**

Before the first official training of each competition day a course inspection for teams (coaches and competitors) will be scheduled. After such inspection, teams can inform the Jury about any concerns or remarks. Such inspection will happen by sliding down the course (without riding the features).

Based upon how teams are divided (into 2-3-4 sessions of training or 2-3-4 heats of qualification) and based upon weather and course conditions other course inspection periods may be allowed at the discretion of the Jury.

If no remarks or concerns arise then the competition can move on to the next phase. If any concerns or remarks are made then the jury will handle them in order to be able to move on with the next phases.

### **3607 Official Training**

The Organiser shall schedule sufficient Training days and sessions for the level of competition and course, prior to the first day of competition. The minimum number of days needs to be guaranteed unless those scheduled training days are affected by weather conditions or any other unforeseen force majeure that prevents the use of the course or venue.

Each Training session prior to a competition phase should allow enough time for competitors to have the chance to run through the course at least four times.

For OWG and WSC 3 days of training should be planned. For WC, WJC, YOG, EYOF and UVS at least 2 days of training should be scheduled. In case there are combined Freeski and Snowboard events the minimum official training days need to be planned prior to the 1<sup>st</sup> competition day of the event that starts first. In case BA events are conducted on one of the SS features then fewer days can be considered.

### **3608 Warm Up before each Competition Phase**

Every competition phase (Qualifications, Semifinals and Finals) will normally be preceded by a scheduled warm-up allowing enough time for competitors to have the chance to run through the course.

### **3609 Competition Phases**

A competition phase must be completed on the same day or else rescheduled. In the case of multiple heats the heats completed before an interruption will count and the ones that still need to be conducted can be executed the day after.

If competitors leaves the start (after the head judge has informed that the judges are ready and the starter gives the competitor a signal to start) the run will count and be judged till the point where the riders stopped and or took off their equipment (skis or snowboard), even if the competitor stops before the first hit or does not complete the whole run. No re-run will be allowed

Once competitors have started their run and executed any type of maneuver, they will receive a score until that moment even if they drop out of the course or stop or do not finish their run. Refer to rule 3612 special procedures

They will be listed in the results with a score and a rank.

In case competitors are hindered whilst competing, they may ask for a rerun. In such case, competitors immediately need to stop, raise their hand and signal to

any official such intention. The Jury may allow for a provisional rerun and make a final decision before the next phase. Refer to rule 3611.2.

## **3610 Start Procedure & Commands**

No official or attendant who could possibly give an advantage to or disturb the starting competitors may be behind them. All outside help is forbidden. Pulling off start posts or other similar aids is allowed.

Start command is as follows:

The Head Judge will inform the Starter that Judges are ready and at that point the Starter shall inform the competitors that they can proceed.

Example:

- "Judges ready"
- Competitor can go / start (vocal signal and visual signal)
- "Bib number 22 dropping in"

In major events the command may not arrive from the Head Judge; in this case the procedure to be followed shall be defined by the Contest Director and communicated to the Starter.

### **3610.1 Start Interval with TV involved**

For competitions with TV Production, the Contest Director or a delegated person will give the start command to the Starter as soon as Judges and TV are ready.

### **3610.2 False Start**

A competitor who starts without having received an official start command will not be allowed a rerun. The starter must inform the Jury the start numbers of the competitors who made a false start or have contravened the starting rules as quick as possible.

### **3610.3 Delayed Start**

A competitor who is not ready to start on time will not be allowed to start in that run and will be listed as a (DNS) for such run. A member of the Jury may, however, excuse such a delay if, in his/her opinion, the delay is due to "force majeure" and allow a provisional start later in the heat. This must be confirmed or denied by the Jury. A competitor who does not start within a reasonable space of time shall be Not Permitted to Start (NPS) and marked DNS.

Breakdowns of a competitor's personal equipment. or minor sickness of a competitor does not constitute "force majeure".

## **3611 Protests, Re-Runs, Penalties / Sanctions**

### **3611.1 Protests**

Refer to general section: 2026.

### **3611.2 Provisional Re-Runs**

A Jury member can authorise a provisional re-run, on the condition that the reasons for it are later confirmed.

All provisional re-runs are at the discretion of the Jury.

Competitors may appeal to a member of the Jury for a re-run immediately after having been obstructed during their run. The competitor must leave the course immediately or as soon as feasible after the interference and may not continue riding further down in the course (only on the side of the course).

This claim can also be made by the team captain of the hindered competitor.

Examples and main reasons for re-runs:

- Failure of Judges to observe competition runs
- In special situations or other technical failures such as failure of the video judging system.
- If, following a miscommunication or failure of the start protocol, a competitor leaves the start and is not filmed by the video judging system.
- A competitor who is hindered while competing by the error of an official, by a spectator, by an animal, or by any other justifiable causes.
- Blocking of the course by an official, a spectator, an animal, or other hindrance.
- Blocking of the course by a fallen competitor, who did not clear the course soon enough.
- Objects in the course such as equipment of a previous competitor.
- Activities of the first aid service which hinder the competitor.

The jury should ensure that the competitors' provisional re-runs take place as soon as possible, before the phase is over.

In case any Jury members are unable to question immediately the appropriate officials or to judge the justification for the provisional re-run request, they may, to avoid delay for the competitor or competition, grant a provisional re-run. This provisional rerun will be valid only if it is confirmed by the Jury.

The provisionally or definitively approved re-run remains valid even if it proves worse than the original run.

### **3611.3 Penalties / Sanctions**

Refer to General Section 223.

## **3612 Special Procedures**

### **3612.1 Stop in a Run**

If a competitor stops for more than 10 seconds, the competitor will be scored to that point and the run will be considered terminated. The competitor should then exit the course as soon as possible.

In this situation the competitor will be judged up till that point. Head judge will make the call in this situation.

Refer to Judges handbook.

### **3612.2 Skipped Jump**

Refer to Judges Handbook.

### **3612.3 Walk Up / Take off Equipment (Ski - Snowboard)**

If competitors (skier-snowboarder) take off their equipment (snowboard or both skis) or lose 1 or both skis, the run is considered as finished and will be scored.

Walking or hopping up is allowed as long as all the equipment (snowboard/both skis) is worn correctly.

## **3613 Awards**

Refer to 2017.

## **3700 Results & Final Ranking**

### **3701 Information on Result & Start Lists**

For detailed information refer to the Scoring & Data Booklet.

**3701.1****The Official Start and Result Lists must contain the following information****Competition Information:**

- FIS Codex
- Date
- Name of Competition
- Site of Competition including Nation
- Name of Competition Sponsor
- Signature of TD & Chief of Results
- FIS or competition series Logo
- Discipline
- Event
- Gender
- Result Type (Start List, Brackets, Phase Results, Final Results etc.)

**Course Data:**

<b>Halfpipe</b>	<b>Big Air</b>	<b>Slopestyle</b>	<b>Rail</b>
Course Name	Course Name	Course Name	Course Name
Length	Distance take-off-sweet spot	Length	Length
Width	Take-off angle	Start elevation	Start elevation
Height	Gradient landing	Finish elevation	Finish Elevation
Gradient	Height of take-off above knuckle	Vertical drop	Vertical drop
		Number of kicker elements	Number of jib elements
		Number of Jib elements	

**Jury & Officials:**

The following Officials have to be listed including full Name and Nationality. The Jury is defined separately.

**Jury:**

- FIS Technical Delegate
- Chief of Competition
- Head Judge
- Contest Director if present

**Officials:**

- Chief of Course
- Chief of Results
- Judges incl. Judge pos. A-X

**Weather:**

- Sunny/cloudy/fog/snowfall/rain
- Air Temperature
- Snow Temperature
- Snow Conditions

**Competitor Information**

- Bib Number
- Family Name
- First Name
- Nation
- Year of Birth (YB)

- FIS Code
- Stance for Snowboard events

**3701.2 The official Start Lists must contain the following additional Information:**

- Qualification Heat Number, Semi Final or Final
- List of competitors and Start Order
- Seeding criteria: FIS Points, WC Points, WCSL Points, for OWG and YOG the FIS Seeding List.

**3701.3 Phase Result Lists must contain following additional Information:**

- Start Time
- Phase
- Judging System
- Rank and Competitor information as described in 3701.1
- Total score of each run in that phase.
- Individual Judges' scores, including summary scores for each section where necessary. The scores of each Judge (in case of Slopestyle section by section Judging) may be shown in a separate analysis document.
- IRMs

Additional Information for WC, OWG, WSC:

- Trick Names of winning run(s) when available

**3701.4 Final Result List must contain the following additional information:**

- Judging System
- Final Rank and Competitor information as described in 3701.1
- Total Score of each Qualification run & Counting run / total
- Total Score of each Semi Final run & Counting run / total
- Total Score of each Final run & Counting run / total. In Big Air Scores which do not count are marked but struck through (e. g. 67).
- IRMs

**3702 Final Ranking**

The final results have the rankings in following order:

1. Results of the Finals
2. Results of the Semifinal with all competitors that did not proceed to the Finals
3. Results of the Qualification ranked according to the counting scores of all Qualification heats with all competitors that did not proceed to the next phase. If two or more competitors are tied from 2 different heats they will receive the same rank (points). The competitor with the higher start number will be listed first on the official result list.

**3703 Result Marks (RM) and Invalid Result Marks (IRM)**

**3703.1 DNS**

3703.1.1 A competitor who does not start in the competition after the start list has been produced shall receive no place in the competition and be listed separately as DNS.

3703.1.2 Competitors who do not start in a run in one phase shall be listed as DNS for that run and scored according to the other run / runs they started in.

3703.1.3 A competitor who does not start in the final or semi final phase shall be listed as DNS and ranked last in such phase. If two or more competitors DNS in a phase, they are ranked according to their Qualification or Semifinal rank.

3703.1.4 In a knock out format a competitor who does not start (DNS) in any sub phase of the Finals shall receive the last place in the ranking for that Final phase. If two or more competitors DNS in a phase, they are ranked according to their Qualification or Semifinal rank.

**3703.2 DSQ**

A competitor who is Disqualified as described in Rule 2025 will not be ranked in any phase and be listed separately.

**3703.3 NPS**

Refer to general section rule 2023.

**3703.4 Does Not Improve (DNI)**

When a competition phase is made up of 2 or more runs, of which the best run counts; any run that does not improve over the previous run(s) will not be scored. In this case the run(s) will receive a DNI score.

This will apply only when Overall Impression (OI) judging formats are used and will not be used with Slopestyle Section by Section judging.

For Big Air using a best 2 of 3 run format, if the same run/trick is attempted more than once, then the DNI score may also be used.

**3704 Results after Incomplete Competition**

If it is not possible to complete a Final phase, then provided at least the Qualification phase has been completed the scores from the last completed phase shall stand as the final result for all competitors that are qualified for the respective phase. In this case the announced prize money can be reduced by 50%.

The official results will include:

- Results of all qualified competitors to the Finals with the results from the phase after which the competition was interrupted. Direct qualified competitors to the Finals are ranked before all those who have results only from an earlier phase.
- results of the competitors who qualified direct to the finals
- Results of the Semifinal (if applicable).
- Results of all qualified competitors to the Semifinals with the results from the Qualification.
- Results of the Qualification ranked according to the counting scores of all Qualification heats with all competitors that did not proceed to the next phase. If two or more competitors are tied from 2 different heats they will receive the same rank (points). The competitor with the higher start number will be listed first on the official result list.

**3704.2 Results if a 3 or more run Final is not completed.**

In case a 3 or more run Final is interrupted after the 2nd run the best run will count for the final results. This counts as well for the format 2 best out of 3 combined.



**4000 Rules Common to all Freestyle (Aerials and Moguls) Events****4001 Officials****4001.1 The Judges***4001.1.1 Appointment of Judges*

The Judges for a competition will be a group of qualified individuals. For international competitions, the FIS Office or authorized groups will appoint the panel of judges.

Judges may not be assigned to events in which a family member is participating (grandparents, parents, children, brother, sister, husband, wife).

*4001.1.2 Number of Judges:***Aerials (including Team and Synchro)**

OWG, WSC, WC: 1 Head Judge + 5 to 7 scoring Judges

At all other competitions: 1 Head Judge + 5 scoring Judges

**Moguls, Dual Moguls (including Team)**

OWG, WSC, WC: 1 Head Judge + 7 scoring Judges

At all other competitions: 1 Head Judge + 5 scoring Judges

In special cases, fewer judges can be scheduled.

*4001.1.3 Number of Judges per Country*

At Olympic Winter Games, World Championships and World Cup

- maximum 1 (one) per country

At Junior World Championships

- maximum 2 (two) scoring per country. (1) one other from the same country can be the Head Judge in a non-scoring position.

At Continental Cups

- at least 2 (two) countries represented on scoring panel.

At other FIS competitions

- any FIS licensed judge

4001.1.4 The Head Judge will be appointed by FIS or authorised groups.

4001.1.5 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 the required duties.

*4001.1.6 The Rights and Duties of the Head Judge*

4001.1.6.1 The Head Judge is a member of the Jury.

- 4001.1.6.2 The Head Judge is preferably a non-judging member of the judging panel, responsible for checking the accuracy of the judges' decisions, checking the scoring results with the Chief of Scoring and policing the judges' stand.
- 4001.1.6.3 The Head Judge may act as a substitute judge.
- 4001.1.6.4 The Head Judge shall ensure that all arrangements for transportation, accommodation and expenses are organised for each judge. The responsibility for all communications, scheduling, timetables, materials, clinics, attendance, sundry preparations and any detail concerning the judges rests with the Head Judge. Thus, the Head Judge shall accept all responsibility for any irregularity in the service provided by the judges to the competition.

#### **4001.1.7 Judges' Expenses**

- 4001.1.7.1 The Judges\* have a right to reimbursement for their travel expenses up to a maximum of CHF 600.—<sup>1</sup> (highway taxes included) as well as free accommodation and meals during the assignment (train, first class); for longer distance air fare, tourist class; or car per kilometre, CHF 0.70 or equivalent).  
In addition, a fixed daily rate of CHF 125.-- for World Cup, Continental Cup, World Championships and lower level events is added for the travel days to and from, as well as each day of the assignment, which includes postage charges for mailing reports, etc. Double charges (e.g. travelling home on the same day as the last competition) are not permitted. Overnight accommodation during the journey to and from the assignment if necessary, must be justified and reimbursed separately.  
\*This rule applies to all jury members at FIS World Championships
- 4001.1.7.2 The Organising Committee must provide accommodation in accordance with the current policies of the FIS.
- 4001.1.7.3 The Organising Committee must provide lift tickets for training and competition in accordance with the current policies of the FIS.

#### **4001.2 Start Officials**

##### **4001.2.1 The Starter**

The Starter is responsible for the warning signals and start command. They are responsible for start recording. They assign the supervision of the competitors to the Assistant Starter.

##### **4001.2.2 The Assistant Starter**

The Assistant Starter is responsible for calling the competitors in accordance with the starting order. They must call competitors several times during the 10 minutes before each run. The Assistant Starter is also responsible for checking competitors' bibs, clothing and equipment for equipment violations.

##### **4001.2.3 Start Referee, Finish Referee**

The roles of Start and Finish Referees (4001.2.3.1, 4001.2.3.2) are recommended at OWG and WSC and may be included at other levels of competition.

###### **4001.2.3.1 The Start Referee**

The Start Referee, if appointed (see 4001.2.3), is responsible for the organisation and supervision of the Start and Start Officials, and observance of all regulations

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<sup>1</sup> The maximum payment of CHF 600.-- is valid for all races except Olympic Winter Games, World Championships, World Cup and Continental Cup unless due to geographic considerations an exception is granted.

relating to it including the correct wearing of bibs, observance of equipment regulations and notification to the Jury of competitors on the Start List that did not start. The role of Start Referee, if not appointed, shall be exercised by the Starter (see 4001.2.1).

- 4001.2.3.2      **The Finish Referee**  
The Finish Referee, if appointed (see 4001.2.3), is responsible for the organisation and supervision of the Finish and Finish Officials, and observance of all regulations relating to it.

## **4001.3      Advisory Committees**

- 4001.3.1      *Competitors' Advisory Committees*  
Competitors' Advisory Committees can be appointed for International SBFSFK Competitions, consisting of:
- The Chief of Course
  - Two competitors' representatives (one woman and one man)

### *4001.3.2      Role of Advisory Committee in the Competition*

- 4001.3.2.1      The members of the Advisory Committees report in an advisory manner directly to the Jury.
- 4001.3.2.2      The Advisory Committees shall monitor and provide input into all aspects of the competition pertaining to their participation.

## **4002      Jury**

### **4002.1      Composition and Function of the Jury**

The Jury (see 2007.1) shall comprise the Technical Delegate as Chair, with casting vote in case of a tie; the Head Judge; the Chief of Competition. The members of the Competitors' Advisory Committee and, if present, the Race Director or Continental Cup Co-ordinator, shall act in an advisory capacity to the Jury.

- 4002.2      A Team Captain or other team official cannot undertake any other official organising function except if duly appointed as a Jump Shaper.

## **4003      The Course**

### **4003.1      The Start Area and Warming Tent**

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. A tent or a warming hut must be provided at the start area. If the temperature is expected to be below -10° Celsius, a heater must be installed in the tent or the warming hut.

### **4003.2      Start Procedure**

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

### **4003.3      Finish Area Fencing**

The Finish Area is to be completely fenced in. Any unauthorized entry must be prevented. 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 media (written and audio-visual) shall be made possible.

#### **4003.4 Judges' Stand**

4003.4.1 The minimum size of the Judges' working area must be 3.0 x 10.0 metres. 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. This facility should be constructed in accordance with guidelines set out by FIS. The facility must be weather proof, heated inside and have toilet facilities available.

#### **4003.4.2 Timing and Data Area**

The minimum size of the timing and data working area is 3.0 x 4.0 metres. Tables, chairs, electrical sources and heat need to be provided. The location of the timing and data area is defined according to the specific course specifications. The facility must be weather proof, heated inside and have toilet facilities available.

#### **4003.5 Timing Equipment and Timing Procedures**

For all Moguls/Dual Moguls Competitions in the FIS Calendar, electronic timers, start devices and photocells homologated by FIS must be used. Specifications and procedures for timing are described in the FIS Timing Booklets and Event related timing rules can be found in the rules for each Event.

### **4004 Music**

#### *Aerials*

Stock music will be used during the Aerials competition. A variety of exciting popular music is recommended.

#### *Moguls, Dual Moguls*

During the Moguls and Dual Moguls competitions, stock music will be used and at the option of the Organisers. The music should be upbeat and energetic.

### **4005 Official Training**

4005.1 The entire facility must be properly prepared and have proper medical services available during official training.

4005.2 Competitors not wearing their bibs will not be allowed to participate during official training. Bibs must be easily visible.

### **4006 Judging Procedures**

4006.1 Each Judge shall use scorecards which indicate who the Judge is and the name and bib number of the competitor. All scorecards will indicate a score for each category utilised to assign a final score.

4006.2 Judges shall be separated on the Judges' stand by a minimum of one metre and a partition. There shall be no discussion between the Judges concerning the competitors' scores (except by the Head Judge).

4006.3 No competitor, team official or spectator will be allowed to approach the Judges' stand and talk to the Judges during competition.

- 4006.4 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 FIS.

## **4007 Ties**

- 4007.1 Tie breaking shall be performed by the Chief of Results, using procedures defined for each Event. If the tie cannot be broken, all tied competitors shall receive the better place and the following place(s) will be unused.

Example:

13th	28.6
14th	26.0
14th	26.0
16th	24.2
17th	24.0

- 4007.2 If any competitors remain tied, they will receive the same rank and be listed in order of their rank in the current FIS World Cup Standings (for World Cup, World Championships and Olympic Winter Games), or their rank in the Standings for the Continental Cup series of which the competition forms part, or the FIS Points List (for competitions not part of a series).

- 4007.3 In the event of an unbreakable tie between the qualifiers for the next Phase, the start order for tied competitors shall be the reverse of their Qualifications start order. If a tie exists for the last place on the Start List for any Phase of a competition after all tie-breaking procedures have been exhausted, all tied competitors shall go forward to that Phase.

In formats where the Qualification Phase consists of two rounds (Q1, Q2), competitors tied for the last place to go to the Finals from Q1 shall all proceed to the Finals and the number to qualify from Q2 shall be reduced accordingly; in such a case, if an unbreakable tie for the last place in the Finals from Q2 occurs, all tied competitors shall proceed to the Finals.

## **4008 Calculation of Scores**

All published scores are to be rounded down or truncated to two (2) decimal places and used in further calculations only in the truncated form. These results and scores include total results and tie breaking formulae. The Degree of Difficulty (DD) are always presented in their original form. The total score from the Finals or ranking from the Final heat determines the winner.

## **4009 Official Results**

- 4009.1 Official Results are determined from the scores and rankings of those competitors who have not been disqualified.

### **4009.2 *Official Results Information***

The Official Results must contain the following information:

- Name of Competition Sponsor;
- Name of Competition;
- Site of Competition;
- Codex Number;
- Date and Time of Competition;
- Name and Nationality of Jury and Judges;
- Name and Nationality of Chief of Course;
- General Course Standards;
- Name of Organisation, Club or Association;

- Competitor Names, Nationalities, Year of Birth, Bib Numbers;
- FIS Codes;
- Complete Scoring Calculations (i.e.: individual judges' scores and where applicable degree of difficulty factors, speed of competitor, speed points, Dual Moguls protocols);
- Sanction of National Ski Association and FIS;
- Signature of TD approving the above list.

The names of each nation must be indicated by the FIS code of three capital letters. The Results are made official following an inspection by both the Chief of Scoring and the Head Judge and by the application of their signatures.

4009.3 Results for both Qualifications and Finals must be published.

4009.4 There can never be any prize giving ceremonies before the end of a competition.

## **4010 Equipment**

4010.1 Competitors whether in training or competition shall wear a helmet and employ ski stoppers in compliance with the Specifications for Competition Equipment (Snowboard, Freestyle, Freeski and Ski Cross).

4010.2 There are no ski length requirements.  
For further definitions, see FIS Snowboard, Freestyle, Freeski and Ski Cross Equipment Rules.

## **4011 The Start Order**

4011.1 The Start Order is determined at the Team Captains' meeting, in accordance with 2018.

4011.2 *The Draw*  
Each competition shall have a separate start order, as defined in the rules for each Event. Any Draw shall conform to 2018. This draw is used for the Qualification competition.

4011.3 *Start List Information*  
The start list shall include the following information:

- Name of Competition Sponsor;
- Name of Competition;
- Site of Competition;
- Codex Number;
- Dates;
- Times;
- FIS Codes;
- Name, Nationality, Year of Birth and Bib Number of Competitors
- Starting Order Number
- Name and Nationality of Jury and Judges;
- Name and Nationality of Chief of Course;
- General Course Specifications

## **4011.4 Provisional Reruns**

### **4011.4.1 Award of a Rerun**

4011.4.1.1 A competitor who is hindered while competing by the error of an official, by a spectator, by an animal, or by any other justifiable cause outside their control, can apply to any member of the Jury for a provisional rerun immediately after the occurrence of the interference. This claim can also be made

by the team captain of the hindered competitor. The competitor must leave the course immediately or as soon as feasible after the interference.

4011.4.1.2 In special situations or other technical failures, e.g. failure of start device or timing systems, or failure of the Judges to observe the competitor's run, the Jury may order a provisional rerun.

4011.4.1.3 All reruns are at the discretion of the Jury.

#### **4011.4.2 Validity of a Provisional Rerun**

4011.4.2.1 In case the Jury member receiving the request for a rerun is unable to question immediately the appropriate officials or to judge the justification for the request, they may, to avoid delay for the competitor or competition, grant a provisional rerun. This provisional rerun will be valid only if it is confirmed by the Jury.

4011.4.2.2 If competitors were already disqualified before the incident entitling them to request a provisional rerun, the request for the provisional rerun is deemed to be not valid.

4011.4.2.3 The provisionally or definitively approved rerun remains valid even if it proves worse than the original run.

4011.4.2.4 If the claim for provisional rerun is shown to be unjustified, the competitor will be subject to sanction(s).

#### **4011.5 Delayed Start or Rerun**

##### *4011.5.1 Force Majeure*

A competitor who is not ready to start at their time indicated on the official start list will receive a DNS. The Starter may, however, excuse such a delay if, in his/her opinion, the delay is due to "force majeure". The breakdown of a competitor's personal equipment or minor sickness of a competitor does not constitute "force majeure". In case of doubt, the Starter may allow a start provisionally, but must inform the Jury.

##### *4011.5.2 Start Order – Delayed Start or Rerun*

Where a start has been delayed or a rerun awarded and the competitor is ready to go, the Starter will run the competitor at the first start opportunity and inform the Jury, Judges, Referee, Finish Official, Chief of Timing, Announcer and Chief of Scoring accordingly.

#### **4012 Did Not Start (DNS)**

##### **4012.1 Did Not Start (DNS)**

DNS is imposed for each competitor who when listed on the start list for a round or phase, does not start. When competitors receive a did not start (DNS) for all rounds in a phase, they will not be permitted to start (NPS) in the next phase.

4012.2 A competitor listed on the Start List who does not start in the competition shall not be ranked.

4012.3 DNS shall be imposed for a competitor's Final run, if not starting in the Final, after performing the Qualification run. The competitor will receive the same place as a DNF in that phase.

**4013****Did not Finish (DNF)**

DNF shall be imposed for any run in which the competitor starts but not finish. A competitor who is marked DNF in all rounds of the Qualification phase shall not be ranked and shall not proceed to the next phase. A competitor who is marked DNF in a subsequent phase shall be ranked in accordance with the rules for the specific Event.

All decisions concerning DNF will be the responsibility of the Jury.

**4014****Interruption of Competition**

## 4014.1

If there is an interruption of a competition, the competition should be resumed when conditions warrant. The results completed before the interruption will remain valid if it is possible to complete the competition on the same day. Otherwise, the results prior to the interruption will be cancelled except if the Qualifications or some phases or rounds of the Finals have been fully completed. In that case, only the uncompleted Finals phases or rounds will be postponed but must be completed on the same competition site.

## 4014.2

If the Finals cannot be fully completed, the results of the Qualifications or different phases of the Final will be valid. The definition of what constitutes a completed phase is made within the rules for each Event.

## 4014.3

In World Cup or Continental Cup competitions where the Start List has been seeded into more than one group, see the rules for that Cup series for the definition of a completed Qualification phase. (Note: specific processes apply in Dual Moguls, see 4313.)



**4100        Aerials****4101        Definition**

Aerials competitions shall consist of different acrobatic jumps, stressing take off, height and distance (referred to as "air"), proper style, execution and precision of movement (referred to as "form" and "landing"). For specific competition procedures, see 4104.

**4102        Age Limits**

See 2013.

**4103        Officials****4103.1      The Judges**

See 4001.1

**4103.2      The Chief of Inrun and Chief of Jumps**

The Chief of Inrun and Chief of Jumps are assistants to the Chief of Course for Aerials. These officials prepare and maintain the different Aerials jumps and associated transitions and inruns.

**4103.3      The Chief Time Keeper**

The Chief Time Keeper is responsible for:

- installation of the speed trap on the Aerials course and its integration with the speed display
- installation of the Starting Clock
- installation of the wind measurement instruments

**4104        Competition Formats****4104.1      Competition Procedures**

In all International FIS authorized competitions there will generally be:

**4104.1.1      *Competition Format***

- A Qualification Phase consisting of one or more rounds (beginning with one run for all competitors);
- A Final Phase or Phases consisting of one or more rounds.

**4104.1.2      *Reverse Order for Final***

In the Finals, the qualifying competitors will start in reverse order or be set into groups, based on their ranking from the Qualification results. Results from the Qualifications do not carry over into results from the Finals.

- 4104.1.3 *Altering the Formats*  
The Jury may alter the format to be only Finals in the following circumstances:
- the number of competitors is equal to or less than the size of the normal Final field for that event
  - inclement weather or snow conditions
  - any other adverse conditions which may require a shortened program.
- 4104.1.4 *Scheduling*  
In all formats, the Qualification and Final Phases may be held on different days.
- 4104.2      Formats Overview Aerials**
- 4104.2.1 In Aerials, several formats may be used: the World Cup, the Championships or the Standard.
- 4104.2.2 For all formats, the start list for the first phase shall be determined by a random draw.
- 4104.2.3 In all formats, at least one phase must be completed for the results of the competition to be valid.
- 4104.2.4 The start order for the second phase(s) may be in reverse order of the results of the first phase.
- 4104.2.5 If a phase or rounds in a phase cannot be completed, then the results from the most recently completed or rounds in a phase shall be valid.
- 4104.3      World Cup Format**  
The World Cup format is to be used at all FIS World Cup competitions.
- 4104.3.1 The World Cup format comprises:
- a Qualification Phase (Q) consisting of one round
  - two Final Phases (F1, F2) each consisting of one round.
- 4104.3.2 Competitors ranked down to 12<sup>th</sup> place in the Qualification Phase shall proceed to F1.
- 4104.3.3 Competitors ranked down to 6<sup>th</sup> place in F1 shall proceed to F2.
- 4104.3.4 *Repetition of Aerials manoeuvres*  
For the purposes only of 4115.3 (repetition of Aerials manoeuvres), F1 and F2 are considered as a single Phase
- 4104.4      Championship Format – Major Competitions**  
The Championship format is to be used at World Ski Championships and Olympic Winter Games.
- 4104.4.1 The Championship format comprises:  
A Qualification Phase consisting of two rounds (Q1, Q2)  
Three Final Phases (F1, F2, F3). The number of competitors in F1 is 12 unless a tie for the last place has resulted in an expanded Final field (see 4007.3).
- 4104.4.2 Competitors ranked down to 6<sup>th</sup> place after Q1 shall proceed to F1, with any ties for 6<sup>th</sup> place handled by 4007.3.

- 4104.4.3 The remaining competitors shall compete in Q2, and shall be ranked below those already qualified from Q1, using their better score from Q1 and Q2. The full rankings at this point shall constitute the results from the Qualification phase.
- 4104.4.4 The competitors from Q2 to proceed to the remaining places in F1 shall be taken from those ranked highest after Q2, with any tie for the 12<sup>th</sup> place in F1 being handled by 4007.3.
- 4104.4.5 The competitors in F1 shall all compete in F2. Competitors' ranks after F2 are taken from their better score from F1 and F2. If F2 is completed but F3 is not, see 4122.2.
- 4104.4.6 Competitors ranked down to 6<sup>th</sup> place shall compete in F3, with any ties for 6<sup>th</sup> place handled by 4007.3.
- 4104.4.7 *Repetition of Aerials manoeuvres*  
For the purposes only of 4115.3 (repetition of manoeuvres):
- for Men, F1, F2 and F3 are treated as one Phase
  - for Women, F1 and F2 are treated as one Phase, and F3 as a separate Phase.
- 4104.5 Standard format**
- The Standard format is to be used at all competitions where the World Cup or Championship formats are not used.
- 4104.5.1 The Standard format comprises:  
a Qualification Phase consisting of two rounds a Final Phase consisting of one round.
- 4104.5.2 The number of competitors to participate in the Final shall normally be 6 or 12, to be announced in the competition Invitation and confirmed by the Jury at the first Team Captains' Meeting.
- 4104.5.2 The competitors shall be ranked after the Qualification Phase using their better score from the two rounds. Competitors ranked down to 6<sup>th</sup> or 12<sup>th</sup> place depending on the size of the Final field (see 4104.5.2) shall compete in the Final.

**Formats Summary**

		<b>Q1</b>	<b>Q2</b>	<b>F1</b>	<b>F2</b>	<b>F3</b>
<b>Standard</b>	W/M	N	N	6 or 12		
<b>WC</b>	Women	N		12	6	
	Men	N		12	6	
<b>WSC, OWG</b>	Women	N	N-6	12	12	6
	Men	N	N-6	12	12	6

“N” is the number on the Start List

**4105****The Aerials Site***4105.1**Joint Regulations for Women’s and Men’s Aerials Sites**4105.1.1*

Aerials sites for World Ski Championships, Olympic Winter Games and international competitions included in the FIS Calendar must be approved and homologated by the FIS.

*4105.1.2**General Characteristics of the Aerials Site*

The Aerials site must be constructed according to the specifications contained in the FIS Freestyle Course Standards Manual. The course shall be properly prepared and free of all visible and known hazards. All measurements taken are in degrees as opposed to percentages.

*4105.2**Layout of the Aerials Site**4105.2.1***Construction of Aerials Site**

Aerials sites should be constructed out of earth in the off-season. If this is not practical, then a suitable natural location should be chosen. In order to ensure the correct facility is available, this construction should precede the competition by a minimum of three weeks.

Artificial surfaces can be used along with snow for parts on the inrun and the take-off.

*Standards for Aerials ramp constructions (for full specifications see Freestyle Course Standards Manual)*

<b>Element</b>	<b>Length (m)</b>	<b>Width (m)</b>	<b>Angle (°)</b>
<b>Inrun</b>	70 - 80	22	25 – 20
<b>Table</b>	25 - 20	22	0
<b>Landing</b>	25-30	22	36 - 38
<b>Outrun</b>	30	35	0

*4105.2.2**Location of Aerials Site*

The Aerials site shall be located where spectators can have easy access, where facilities and services are located nearby and if possible, where snowmaking can service the site.

*4105.2.3**Start and Finish Area*

The Aerials 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 areas for the competitors.

- 4105.3 Preparation of Start Area**  
4105.3.1 The Start shall be prepared in such a way that the competitors can stand relaxed in the starting area.
- 4105.3.2 *Aerials Start*  
The Aerials Start is anywhere on the course, but cannot exceed the maximum start line established as a precaution for the jump hill.
- 4105.4 The Finish Area**  
The Finish Area for the Aerials competition must be large enough to allow the competitor to stop. All fences and barriers must be in place.
- 4106 Jump Shapers**  
4106.1 For the express purpose of shaping and grooming the jumps, the Team Captains shall elect up to 2 shapers per special type of jump (e.g. the Large Kickers, the Small Kickers). These individuals will be responsible for the final preparation of the jumps. In competitions other than World Cups, alternate jump preparation arrangements can be determined at the Team Captains' meeting.
- 4106.2 These individuals must be prepared to perform this task at least one day prior to Official Training.
- 4107 Aerials Site additional installations**  
4107.1 **Lift at Aerials Site**  
The Aerials 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 knoll. The maximum turnaround time for this transportation system must be no more than 10 minutes.
- 4107.2 **Velocity Indicator**  
Velocity indicators must be provided at all Aerials sites. The display must be located on the Judges' Stand and must be readable from the table area and be expressed in kilometres per hour. The measurement must be taken at the transition between the inrun and the table according to the FIS Freestyle Course Standards Manual. This installation is the responsibility of the Chief Time Keeper (see 4103.3).
- 4107.3 **Inrun Markers**  
Twenty (20) markers at two-metre intervals, must be placed on the side of the inrun, in a straight line ending approximately 20 metres above the transition.
- 4107.4 **Wind Indicators**  
Three (3) wind indicators shall be placed on the Aerials site, one at the start and two on the knoll. The wind indicators on the knoll are to be located on the top front side of the judges' stand and the other side of the knoll. The wind indicators are to be made of a brightly coloured plastic material being 1 metre long by 5cm wide.
- 4107.5 **Wind Measurements**  
The Aerials site must have a series of anemometers that measure the wind speed in metres per second. Measurements are to be taken on the knoll, the inrun and finish area.

**4107.6****Notice Board**

A Notice board must be located at the Aerials Judges' Stand.

The unofficial results will be updated on the official Notice Board on an on-going basis.

**4108****Preparation and Inspection of the Aerials Site**

4108.1

The Aerials site shall be completely prepared for jumping at least three days before the Aerials competition and must then be available for training.

4108.2

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

4108.3

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 trainers regarding the Aerials site.

4108.4

Notification must be sent to an organising committee by a National Ski Association at least 2 weeks prior to the date of the competition, requesting that a Floater be built. If no request is received, jump site construction will conform to the Mean Standards for Aerials sites as stated in the FIS Freestyle Course Standards Manual.

**4109****Official Training**

4109.1

The official training for the Aerials competition is an inseparable part of the competition.

4109.2

The official training shall ideally encompass at least three days before the competition, although not necessarily consecutively.

4109.3

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

4109.4

On the Aerials competition day the competitors are allowed two hours of training before the competitions begin. The Jury may reduce this to one hour.

**4110****Scoring**

A split scoring system will be used at all Aerials competitions. Refer to FIS Freestyle Judging Handbook, 6003 Scoring procedures.

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

4110.1

Air; consisting of 20% of the score

Definition see: FIS Freestyle Judging Handbook 6004.1

4110.2

Form; consisting of 50 % of the score

Definition see: FIS Freestyle Judging Handbook 6004.2

4110.3

Landing; consisting of 30% of the score

Definition see: FIS Freestyle Judging Handbook 6004.3

**4110.4****Scoring Procedures**

Refer to FIS Freestyle Judging Handbook 6003 Scoring procedures.

4110.4.1

The judges will each evaluate the competitor's performance based upon the criteria set forth in the FIS Freestyle Judging Handbook, see 6004. The score will be

multiplied by the appropriate Degree of Difficulty factor (D/D) to determine the total score for each jump.

See rule 4008 for Calculation of Scores.

- 4110.4.2 Depending on the competition format (see 4104), the competitor's score in the round or phase may be the score from a single jump, the sum of scores from more than one jump, or the best score from more than one jump.

#### **4110.4.3 Tie Breaking**

- 4110.4.3.1 If two or more competitors are tied, the scores of each tied competitor will be recalculated without the application of Degree of Difficulty (DD), and the competitor with the better recalculated score will receive the better rank.

- 4110.4.3.2 If any ties remain, the competitor with the better Form score will receive the better rank.

- 4110.4.3.3 If any ties remain, the competitor with the better Landing score will receive the better rank.

- 4110.3.4 If any ties still remain, if the competition format defines the score as the addition of scores from more than one jump, the DDs for each competitor shall be added together and compared; if the competition format defines the score as the best from more than one jump, the DDs from the competitors' counting scores shall be compared and their discarded scores shall be ignored; in either case, the competitor with lower DD shall receive the better rank; otherwise they remain tied.

### **4111 Calculation of Degree of Difficulty and Difficulty Charts**

Refer to the Degree of Difficulty Chart in the FIS Document Library, available via the FIS Website.

### **4112 New Manoeuvres in Competition**

#### **4112.1 Approval of new Jumps**

New or additional Aerials manoeuvres or modifications may be proposed by submitting them to the FIS Sub-Committee Moguls / Aerials, in writing, with the name and full description of the manoeuvre.

The FIS Sub-Committee Moguls / Aerials shall have final authority with regard to acceptance of new manoeuvres and the assignment of proper D/D factors.

#### **4112.2 Limitations**

- 4112.2.1 Inverted manoeuvres shall be limited to three (3) somersaults during competition.

- 4112.2.2 Upright manoeuvres shall be limited to five (5) positions.

### **4113 Qualification of Skills**

- 4113.1 By entering an athlete into an international Aerials competition, the athlete's National Ski Association accepts responsibility for asserting that the athlete is qualified to perform each manoeuvre attempted.

- 4113.2 A competitor whose skills to perform an Aerials manoeuvre come into question may be subject to action by the Jury that may include exclusion from competing in accordance with 2008.5.2

- 4113.3 Competitors are subject to action against them by the Jury that may include exclusion from competing in accordance with 2008.5.2, if they have shown an inability to perform the Aerials manoeuvres for which they have been qualified by their National Ski Association.

## **4114 Start Order**

The start order for the first round will be determined by a random draw (see 2018.1).

## **4115 Special Procedures: Aerials**

### **4115.1 Official Training Time**

The Aerials 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 train on the course. On the day of competition, there shall be a minimum of two hours of training time. Additional training time may be provided on a time-available basis or at the discretion of the Jury.

### **4115.2 Loss of Ski(s)**

See Rule 4118 and 4120.1. Loss of ski(s) during or after landing will be evaluated by the judges in accordance with the judging criteria.

### **4115.3 Definition of Different Jumps**

A competitor shall not repeat the same Aerials manoeuvre during a Phase. Jumps shall be considered to be different if:

- 4115.3.1 *In the case of upright manoeuvres*  
there is a change in the number of manoeuvres performed or the kind of manoeuvre performed;
- 4115.3.2 *In the case of upright rotational manoeuvres*  
there is a change in the number of rotations;
- 4115.3.3 *In the case of inverted manoeuvres;*
  - 4115.3.3.1 there is a change from front to back or vice versa;
  - 4115.3.3.2 or there is a different number of somersaults;
  - 4115.3.3.3 or there is a different number of twists but the number of somersaults remains the same.
  - 4115.3.3.4 or there is the same number of twists and somersaults but the number of twists done in a single somersault differs by at least one twist.
  - 4115.3.3.5 or one of the following combinations is performed: Back Layout (bL) and Back Tuck (bT) or Back Pike (bP); Back Lay Lay (bLL) and Back Lay Tuck (bLT) or Back Lay Pike (bLP).

## **4116 Limitation of DD**

- 4116.1 The Jury has the right to determine the maximum Degree of Difficulty or choose to limit the number of somersaults performed in an Aerials competition based upon the guidelines of the FIS Sub Committee Moguls/Aerials, which limits the competition to either double flips with multiple twists or triple flips with a single twist.



- 4116.2 The Jury has the choice to limit the Men's Aerials competition to either 3.55 or 4.175 degree of difficulty. The Jury can limit the Women's Aerials competition to 3.55 degree of difficulty.

## **4117 Starting Procedure**

### **4117.1 Aerials Start Command**

- 4117.1.1 The Aerials Start sequence shall be under the control of the Race Director or other official appointed by the Jury. The official controlling the sequence shall determine when to initiate the Start sequence for each competitor, having regard to wind and other environmental factors.

- 4117.1.2 The Installation of Measuring Devices shall be controlled by the Technical Delegate in accordance with the prescriptions of the Freestyle Technical Specifications Manual and of 4107.

### **4117.1.3 Wind Velocity and Direction**

The wind measuring instruments shall be positioned on the opposite side of the inrun to the Judges' Stand, level with the upper light beam of the Speed Trap and above a wind direction indicator flag set at a height of 2 metres. The gauges recording the data shall display the actual conditions separately, not an average. In addition to these instruments, 3 wind flags shall be placed at the side of the landing hill, the top of the inrun and above the corner of the Judges Stand nearest to the Knoll. No other flags from Teams shall be permitted on the course.

### **4117.1.4 Start Permission and "Three Phase Start"**

Start permission and starting time control at OWG, WSC and WC competitions will be determined by means of a three-coloured (red-yellow-green) signal, tone and a digital display which are connected and run by an adjustable program.

During the red phase (start preparation), the clock does not run and is set at 20 seconds. During next yellow phase, (10 seconds) the clock starts, with a tone and runs down from 20 seconds and then switches after 10 seconds, with tone to the green phase. There will be a tone for each second for the last 5 seconds.

The starting time will be finished after 20 seconds and the display then shows '0'. At '0', the light automatically changes back to red and the starting procedure for the next competitor begins.

- 4117.1.5 It is the competitor's responsibility to be ready at the start when their starting number is called. The competitor has to leave the start after the start signal has been given. If the competitor has not left the start by the end of the start time, the hill will automatically be closed.

- 4117.1.6 During the starting procedure, the competitor must have the opportunity to clearly observe the automatic countdown display (e.g. a programmable digital clock).

- 4117.1.7 The competitor has to start within the start time. If the start signal is interrupted during the competitor's starting period for any reason, for example unstable weather conditions, the starting process will begin again.

- 4117.1.8 A competitor may, after starting down the inrun, stop and refuse to jump. However, a competitor may only re-start 1 (one) time in each phase. Each Judge shall deduct 0.5 points from the score achieved for that jump. If the competitor refuses more than once, a DNS will be issued to the competitor for that jump only. A competitor awarded a re-start for this reason shall be re-inserted in the start order after the following three competitors in this phase (first or second jump). Should fewer than three competitors remain to jump in this phase, the re-starting competitor shall be inserted at the end of the list.

4117.1.9 If a competitor has correctly reported to the Starter but has not started by the end of the defined starting sequence (see 4117.1.4 – 4117.1.7) or starts and jumps after the end of the sequence, this shall be treated as a “balk” as described in 4117.1.8. The same score penalties shall apply and, if the competitor has not started, the rerun shall be implemented immediately.

## **4118 Loss of ski(s)**

A rerun may be granted for loss of ski(s) after take-off and before landing. Only one such rerun shall be granted for each phase.

## **4119 Did Not Start (DNS)**

DNS shall be imposed for the second jump in Aerials, when a competitor performs a first jump but not a second. The competitor receives a rank based on the score for the first jump.

## **4120 Did not Finish (DNF)**

The competition officials may impose a ruling entitled “Did Not Finish” (DNF) for any infractions listed below. This list does not restrict the ruling of the officials for any infraction, which may occur and is not listed below. DNF may be imposed:

4120.1 for loss of ski(s) any time before landing, during the Aerials competition, if a rerun has already been granted for the same reason for that particular phase (see 4118).

4120.2 for upgrading an Aerials flight plan after the competitor has left the starting gate.

4120.3 for announcing and performing identical Aerials manoeuvres (4115.3)

4120.4 for an Aerials jump score, if the jump is not performed.

## **4121 Qualified for the Final**

For the numbers of competitors in the Finals for each format, see 4104.

If there is a tie among Finalists after the Qualifications, see 4007.3.

The running order for the first or only final phase shall be reverse of the order of placement in the Qualifications. The start order for any second phase can be the reverse of the competitors’ rankings following the first phase.

## **4122 Interruption of Competition (see also 4014)**

4122.1 In the World Cup format, if F2 is not completed, a completed F1 shall become the Final phase. If F1 is not completed, the results from the Qualification phase shall become the Final Results.

4122.2 In the Championship format, if the Finals up to and including F2 are not completed, the Final Results shall be taken from the Qualification results. If F1 and F2 are completed but F3 is not, the Final Results shall be taken from the results after F2.

4122.3 In the Standard format, if the Final cannot be completed, the results from the Qualification phase shall become the Final Results.

**4200 Moguls****4201 Definition**

Moguls competition consists of one run of free skiing on a steep, heavily moguled course, stressing technical turns, speed and aerial manoeuvres.

**4202 Officials****4202.1 The Judges**

See 4001.1

**4202.2 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 and the Chief of Results for immediate publication and calculation of results. The Chief Time Keeper is also responsible for recording of data and may select an assistant.

**4203 Competition Formats****4203.1 Competition Procedures**

In all International FIS authorized competitions there will generally be:

*4203.1.1 Competition Format*

- A Qualification Phase consisting of one or more rounds (beginning with one run for all competitors);
- A Final Phase consisting of one or more rounds.

*4203.1.2 Reverse Order for Final*

In the Finals, the qualifying competitors will start in reverse order or be set into groups, based on their ranking from the Qualification results. Results from the Qualifications do not carry over into results from the Finals.

*4203.1.3 Altering the Formats*

The Jury may alter the format to be only Finals in the following circumstances:

- the number of competitors is equal to or less than the size of the normal Final field for that event.
- inclement weather or snow conditions.
- any other adverse conditions which may require a shortened program.

*4203.2 Moguls*

In the Moguls competition, all competitors will take at least one run. The qualified competitors, as specified in rule 4210.6 shall move to the Finals. There can be more than one round in the qualification (Q) and final (F) phases.

Based upon the results of the first Qualification round (Q1), a set number of competitors will be directly seeded into the Final. An optional, second Qualification round (Q2), comprising a defined number of the competitors remaining from Q1, may take place. In this case the numbers to qualify from each Qualification round shall be equal, except that ties for the last qualification place from Q1 or Q2 shall be resolved by 4007.3. The ranking after Q2 of those not qualified is based upon the better score from Q1 and Q2.

In the Final phase, there will be up to two rounds depending on the level of competition. The top seeded competitors from the Qualification phase will compete in the first round of the Final (F1). If a second Final round is scheduled, the highest ranked competitors from F1 will compete in that round, otherwise, F1 becomes the final round. The numbers that are to compete in the various rounds at different levels of competition are defined by the following table.

			Q2	F1	F2	
WC	Women	N	≤20	16	6	
	Men	N	≤20	16	6	
			Q1	Q2	F1	F2
WSC	Women	N		N-10	20	8
	Men	N		N-10	20	8
			Q1	Q2	F1	F2
OWG	Women	N		N-10	20	8
	Men	N		N-10	20	8

## **4204 The Moguls Course**

### **4204.1 Joint Regulations for Women's and Men's Moguls Courses**

#### *4204.1.1 Homologation of Moguls Courses*

Moguls courses for World Ski Championships, Olympic Winter Games and international competitions included in the FIS Calendar must be approved and homologated by the FIS.

#### *4204.1.2 General Characteristics of the Moguls Site*

The Moguls course must be uniformly covered in moguls, with a reasonably constant grade and fall-line, free of obstacles, with satisfactory snow cover. The site must also conform to specifications contained in the FIS Freestyle Course Standards Manual.

#### *4204.1.3 Layout of the Moguls Site*

4204.1.3.1 The Moguls site should have a constant grade with one continuous fall-line.

4204.1.3.2 The slope should not be overly concave or convex, nor should it have distinct changes in gradient.

4204.1.3.3 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.

4204.1.3.4 Air bumps (jumps) should conform to Course Specifications for Moguls.

### **4204.2 Preparation of Start Area**

4204.2.1 The Start shall be prepared in such a way that the competitors can stand relaxed in the starting area.

#### 4204.2.2

#### *Moguls Start Area*

The Moguls Start will preferably be an open start with a light beam installed approximately 1.5 - 2.0 metres 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 top of the course are set. There will be a starting line. Competitors should plant their poles in front of the line and their boots should stay behind until the starting signal is given. The starting installation will be located where competitors have easy access to their skiing line and can quickly reach full speed after leaving the start. Refer to Timing Booklet.

#### 4204.3

#### **Air Bump Criteria and Specifications**

#### **Measurement**

Distance from:

- the end of the last Bump to the Takeoff
- the Airbump Takeoff to end of landing

5.0 m – 6.0 m

15.0 m – 18.0 m (Top Air)

15.0 m – 20.0 m (Bottom Air)

- Jump Height

50 cm – 70 cm

- Landing Zone Gradient

Greater than 26°

- Takeoff Angle

26° to 35°

- Air Bump Width

130 cm - 150 cm

#### 4204.4

#### **Control Gates**

Nine (9) control gates, (defined by flags maximum of 0.75 m wide by 1.20 m high) shall be located on the course at equally spaced intervals, with track width measuring 8 -12 metres. Track width does not include the width of the flags.

#### 4204.5

#### **The Finish Area**

##### 4204.5.1

The Finish Area for the Moguls competition must be a smooth area equal to the width of the course, for at least 30 metres from the finish line. The finish line shall be 8 - 10 metres wide. The area 3 (three) metres before the timing light must be smooth in order that the competitor will not pass above the beam.

##### 4204.5.2

#### *Determination of Finish*

With electric timing, the time is taken when competitors cross the line between the finishing posts with any part of their bodies or equipment and so breaks the contact.

#### 4204.6

#### **Timing Equipment**

##### 4204.6.1

Timing installations shall comply with the specifications in the Freestyle Timing Booklet.

##### 4204.6.2

A hand timing system must be used at all times, as a back up to the electric timing system. Hand timing systems and their use shall comply with the provisions of the Freestyle Timing Booklet.

##### 4204.6.3

If there is a failure of all of the timing systems, a rerun shall be granted.

#### 4204.7

#### **Preparation and Inspection of the Moguls Site**

##### 4204.7.1

The Moguls course must be completely prepared for skiing before the Moguls competition and must then be available for training. When snow cover is minimal, the Organising Committee must transport additional snow to cover the course. The Jury may postpone or cancel a competition if the moguls do not satisfactorily meet a reasonable minimum to constitute a Moguls competition.

##### 4204.7.2

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

- 4204.7.3 Moguls may be machine constructed and all care must be taken to ensure the courses are equal with respect to lines and the number and size of the moguls.
- 4204.7.4 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.
- 4204.7.5 To improve upon marginal lighting conditions the organiser may colour the moguls, add pine bough branches, etc.
- 4204.7.6 Some moguls may be modified for use as Air Bumps (see 4204.3 and 4204.8.1). There should be air bumps at the top and bottom of each course in approximately the same positions. The take-off of the top air bumps should be placed at 15% of the course length and the take-off of the bottom air bumps should be placed at 20% of the course length from the Finish line.

#### **4204.8 Air Bump Shapers**

- 4204.8.1 For the express purpose of shaping and grooming the air bumps in Moguls and Dual Moguls, the Team Captains shall elect up to 2 shapers per jump (i.e. Top Air, Bottom Air). These individuals will be responsible for the final preparation of the air bumps. In competitions other than World Cups, alternate jump preparation arrangements can be determined at the Team Captains' meeting.
- 4204.8.2 These individuals must be prepared to perform this task at least one day prior to Official Training.
- 4204.9 No person, other than members of the course crew under the direction of the Chief of Course, shall take any action intended to change the state of the course unless instructed to do so by a member of the Jury. This prohibition applies at all times, but especially during official Inspection of the course.

#### **4205 Official Training**

- 4205.1 The official training for the Moguls competition is an inseparable part of the competition.
- 4205.2 The official training shall encompass at least two days before the competition, although not necessarily consecutively.
- 4205.3 The Jury may reduce this period if sufficient training is available on one or two days.
- 4205.4 On the Moguls competition day the competitors are allowed a minimum of 30 minutes of training before the competition. A period will be designated at beginning of training for course inspection after which normal top-to-bottom training can take place.

#### **4206 Scoring**

The competitor's Moguls skiing will be evaluated on three basic components as follows:

##### **4206.1 Turns**

Consisting of 60% of the score  
(Definition refer to FIS Freestyle Judging Handbook 6204.1 to 6204.2)

**4206.2 Air**  
Consisting of 20% of the score  
(Definition refer to FIS Freestyle Judging Handbook 6204.3)

**4206.3 Speed**  
Consisting of 20% of the score.

The Speed score is calculated as:

$$\text{Speed Score} = 48 - 32 \left( \frac{\text{Competitor time}}{\text{Pace time}} \right)$$

with a maximum value of 20.0.

## **4207 Scoring Procedures**

**4207.1 Split Scoring system**  
Refer to FIS Freestyle Judging Handbook 6203.1

**4207.2 Pace Time**  
The Pace Times for Women's and Men's Moguls are set according to the standards determined by the FIS Freestyle Sub-Committee. To calculate the Pace Time for a specific course, take the length of the course in metres and divide by the Pace Speed in metres/sec.  
Men's Pace Speed: 10.30 metres / per second.  
Women's Pace Speed: 9.00 metres / per second.

### **4207.3 Tie Breaking**

4207.3.1 If two or more competitors are tied, the competitor with the better Turns score will receive the better rank.

4207.3.2 If any ties remain, the competitor with the better Air score without Degree of Difficulty will receive the better rank.

4207.3.3 If any ties still remain, the competitor with the faster time will receive the better rank.

4207.3.4 If any competitors remain tied, they will receive the same rank and be listed in order of their rank in the current FIS World Cup Standings (for World Cup, World Championships and Olympic Winter Games), or their rank in the Standings for the Continental Cup series of which the competition forms part, or the FIS Points List (for competitions not part of a series).

4207.3.5 In the event of an unbreakable tie between the qualifiers for the next Phase, the start order for tied competitors shall be the reverse of their Qualifications start order. If a tie exists for the last place on the Start List for any Phase of a competition after all tie-breaking procedures have been exhausted, all tied competitors shall go forward to that Phase.

## 4208 Calculation of Scores

See 4008.

## 4209 Start Order

The start order for the first round will be determined by a random draw (see 2018.1 and 4011).

## 4210 Special Procedures: Moguls

### 4210.1 Moguls Start Command

The Moguls start command shall be given by the Starter and begins with a warning ten seconds before the start.

A start command will then be given: “**Competitor Ready! .... 3, 2, 1, Go!**”

The competitor is then required to leave the start immediately.

### 4210.2 Number of Aerials Manoeuvres

4210.2.1 All courses are two jump courses unless otherwise specified by the Jury. Every competitor must perform two different jumps in order to maximize points. Two different jumps can be defined as:

Loop	allow only one jump in this category per run
Inverted flips	allow only one jump in this category per run unless there is a different direction of initiation (front vs. back) or rotation added (straight over jump vs. full twisting)
Off axis	allow the same jump from same category if there is rotation different by 360 degrees. (same system as with straight rotations)
Straight rotation	if two jumps are performed from this category they must differ by 360 degrees
Uprights	must have a different number of moves (e.g. double spread, triple twister)
Grabs	Two jumps that would otherwise be treated as from the same category shall be permissible if one and not the other includes a grab

4210.2.2 The recommended number of Aerials manoeuvres shall not restrict the competitor to the stated amount but represents the number of Aerials manoeuvres that will receive evaluation. For example, if two Aerials manoeuvres are recommended by the Jury, a competitor who performs only one manoeuvre can only receive a maximum of 50% of the total possible Air score. Manoeuvres in excess of the recommended amount will be disregarded in order of lowest to highest scoring. For example, if two Aerials manoeuvres are recommended and a competitor performs three manoeuvres, the judges will disregard the lowest scoring manoeuvres.

### 4210.3 Did not Finish (DNF)

The competition officials may impose a ruling entitled “Did Not Finish” (DNF) for any infractions listed below. This list does not restrict the ruling of the officials for any infraction, which may occur and is not listed below. DNF may be imposed:



- 4210.3.1 for skiing out of the course boundaries, which includes not crossing the gate line (see 4210.4) or the Finish gate.

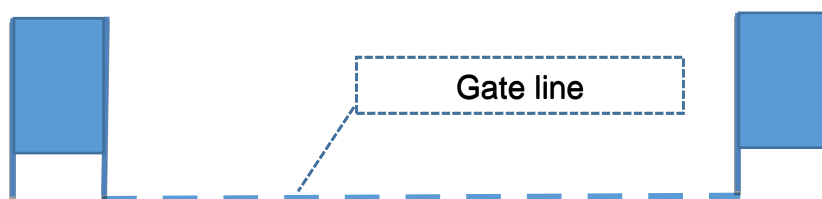
### 4210.3.2 Loss of Ski(s) or Stop

A competitor who, having started, loses one or both skis or stops for 10 seconds or more, shall receive a ruling of Did Not Finish (DNF) for that run. The loss of other equipment, including ski pole or poles, shall not result in DNF provided that the competitor finishes.

#### 4210.4 Passage across the Gate Line

- 4210.4.1 A gate must be passed according to art. 4210.4.2.

- 4210.4.2 A gate has been passed correctly when both ski tips and both feet of the competitor have crossed the gate line. The gate line is the imaginary shortest line between the two inside poles. (see drawing)



- 4210.4.3 Requirements after a Gate Fault  
A competitor who misses a gate must no longer continue through further gates.

## 4210.5 Forerunners

The organisers must provide 8 qualified forerunners, four men and four women.

**4210.6**                      **Qualified for the Final**

- 4210.6.1 For the numbers of competitors in the Finals for each format, see 4203.2.

- 4210.6.2 If there is a tie among Finalists after the Qualifications, see 4007.3. The running order for the first or only final phase shall be reverse of the order of placement in the Qualifications. The start order for any second phase can be the reverse of the competitors' rankings following the first phase.

## 4210.7 Interruption of Competition

If there is an interruption of a competition, the competition should be resumed when conditions warrant. The results completed before the interruption will remain valid if it is possible to complete the competition on the same day. Otherwise, the results prior to the interruption will be cancelled except if the Qualifications or some phases or rounds of the Finals have been fully completed. In that case, only the uncompleted Finals phases or rounds will be postponed but must be completed on the same competition site. If the Finals cannot be fully completed, the results of the Qualifications or different phases of the Final will be valid.

**4300 Dual Moguls****4301 Definition**

Dual Moguls competition consists of mogul skiing on a heavily moguled course. Technical turns, speed and aerial manoeuvres are used to evaluate the competitors with the winner of each phase advancing to the next phase as further explained in Rules 4306 and 4307.

**4302 Officials****4302.1 The Judges**

See 4001.1

**4302.2 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 and the Chief of Results for immediate publication and calculation of results. The Chief Time Keeper is also responsible for recording of data and may select an assistant.

**4303 Competition Formats****4303.1 Competition Procedures**

In all International FIS authorized competitions there will generally be:

**4303.1.1 *Competition Format***

- A Qualification Phase consisting of one or more rounds (beginning with one run for all competitors) – but see also 4303.2;
- A Final Phase consisting of one or more rounds.

**4303.1.2 *Altering the Formats***

The Jury may alter the format to be only Finals in the following circumstances:

- the number of competitors is equal to or less than the size of the normal Final field for that event.
- inclement weather or snow conditions.
- any other adverse conditions which may require a shortened program.

**4303.2 *Dual Moguls***

Dual Moguls is either a series of one-run duals or a Single Qualification and with a Dual Final. In the Final, the winner of each phase advances to the next phase. Ultimately, the last two remaining will ski against each other for first place.

**4304 The Dual Moguls Course****4304.1 Joint Regulations for Women's and Men's Dual Moguls Course****4304.1.1 *Homologations of Dual Moguls Course***

Dual Moguls courses for all international competitions included in the FIS Calendar must be approved and homologated by the FIS.

- 4304.1.2**      *General Characteristics of the Dual Moguls Site*  
The Dual Moguls site must be uniformly covered in moguls, with a reasonably constant grade and fall-line, free of obstacles, with satisfactory snow cover. The moguls may be machine constructed and must conform to specifications contained in the FIS Freestyle Course Standards Manual.
- 4304.1.3**      *Layout of the Dual Moguls Site*
- 4304.1.3.1**      The Dual Moguls course should be a constant grade with one continuous fall-line.
- 4304.1.3.2**      The slope should not be overly concave or convex, nor should it have distinct changes in grade.
- 4304.1.3.3**      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.
- 4304.1.3.4**      Air bumps should conform to course Specifications for Dual Moguls (see 4304.3).
- 4304.1.3.5**      The course shall be divided into two lanes of equal width for the Finals. For the procedure during Qualifications, see 4310.2.1. In all cases, the left side (looking up the hill) will be the Blue course and the right side will be the Red course.
- 4304.2**      **Preparation of Start Area**
- 4304.2.1**      *The Start shall be prepared in such a way that the competitors can stand relaxed in the starting area.*
- 4304.2.2**      *Dual Moguls Start Area (Single Format Qualifications)*  
The Dual Moguls Start during Single Format Qualifications will preferably be an open start with a light beam installed approximately 1.5 - 2.0 metres 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 top of the course are set. There will be a starting line. Competitors should plant their poles in front of the line and their boots should stay behind until the starting signal is given.  
The starting installation will be located where competitors have easy access to their skiing line and can quickly reach full speed after leaving the start. Refer to Timing Booklet.
- 4304.2.3**      *Start Device*  
The Dual Moguls Start uses a start device - see 4304.2.4 for a description. The starting installation shall be located where the competitors have easy access to their skiing line and can quickly reach full speed after leaving the start device.
- 4304.2.4**      **Dual Moguls Start Device**
- 4304.2.4.1**      *Approval by FIS*  
All start devices must be approved by the FIS before they can be used in competition.
- 4304.2.4.2**      *The Start Ramp*  
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.

- 4304.2.4.3 *Placement of the Gate*  
The specifications can be adjusted to the needs of the specific course.  
The start gates are to be placed in the centre of each of the courses. The gates have to open simultaneously and it must be impossible for a competitor to open the gates themselves or cause the gates to lock by applying pressure to them.
- 4304.2.4.4 *Dual Moguls Gate Standards*  
Two hinged gates each 200-cm wide and 40 cm in height shall be attached to a horizontal pole. A start handle is attached at 90° to the horizontal pole in the centre of the two start gates. The starting block (behind the board) must be covered with plastic to protect the skis. The weight for each hinge gate is 15 kg.
- 4304.2.4.5 *Opening System*  
The opening system shall 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.
- 4304.3      Air Bump Criteria and Specifications      Measurement**  
Maximum Distance to:  
 - the end of the last Bump to the Takeoff      5.0m – 6.0m  
 - the Airbump Takeoff to end of landing      15.0m (top) – 18.0m (bottom)  
 - Jump Height      50 – 70cm  
 - Landing Zone Angle      Greater than 26°  
 - Takeoff Angle      26° to 35°  
 - Air Bump Width      130cm – 150 cm
- 4304.4      Control Gates**  
Nine (9) control gates (defined by flags maximum of 0.75m wide by 1.20m high) designating the outside of the course and centre line shall be located on the course at equally spaced intervals, with each track width measuring  $6.5 \pm 0.5$  metres. Track width does not include the width of the flags.
- 4304.5      The Finish Area**
- 4304.5.1      The Finish Area for the Dual Moguls competition must be a smooth area equal to the width of the course, for at least 30 metres from the finish line. The finish line shall be 8 - 10 metres wide. The area 3 (three) metres before the timing light must be smooth in order that the competitor will not pass above the beam.
- 4304.5.2      **Determination of Finish**  
With electric timing, the time is taken when any part of the competitor's body or equipment crosses the line between the finishing posts and so breaks the contact.
- 4304.6      Timing Equipment**
- 4304.6.1      *Electric Timing*  
For all Dual Moguls competitions where Single Format Qualifications are scheduled, electric timing with communication between Start and Finish must be used as specified in the Freestyle Timing Booklet.
- 4304.6.2      *Hand Timing*  
A hand timing system must be used at all times, as a back up to the electric timing system. Hand timing systems and their use shall comply with the provisions of the Freestyle Timing Booklet.

- 4304.6.3 *Timing in Dual Moguls*  
In Dual Moguls, the timing is based upon the difference in time between the competitors as they cross the Finish line. The first competitor that crosses the Finish line starts the time unit and the second competitor that crosses the Finish line stops the timing unit.
- 4304.6.4 *Failure of Timing*  
If there is a failure of all of the timing systems, a rerun shall be granted.
- 4304.7 Preparation and Inspection of the Dual Moguls Site**
- 4304.7.1 The Dual Moguls site must be completely prepared for skiing before the Dual Moguls competition and must then be available for training. When snow cover is minimal, the organising committee must transport additional snow to cover the course sufficiently. The Jury may postpone or cancel a competition if the moguls do not satisfactorily meet a reasonable minimum to constitute a Dual Moguls competition.
- 4304.7.2 Moguls may be machine constructed and all care must be taken to ensure the courses are equal with respect to lines and the number and size of the moguls.
- 4304.7.3 Before training begins on the first day of official practice, the competitors and Jury must inspect the course. The Jury shall determine the time of the inspection.
- 4304.7.4 Immediately after this inspection the Technical Delegate and other members of the Jury shall be available on site to receive requests and suggestions from the competitors and trainers.
- 4304.7.5 To improve upon marginal lighting conditions the organiser may colour the moguls, add pine bough branches, etc.
- 4304.7.6 Some moguls may be modified for use as air bumps (see 4304.3 and 4304.8.1). There should be Air Bumps at the top and bottom of each course in approximately the same positions. The take-off of the top air bumps should be placed at 15% of the course length and take off of the bottom air bumps should be placed at the end of the course or 20% of the course length from the Finish line. When Moguls and Dual Moguls competitions are held at one location, 4204.3 applies.
- 4304.8 Air Bump Shapers**
- 4304.8.1 For the express purpose of shaping and grooming the air bumps in Moguls and Dual Moguls, the Team Captains shall elect up to 2 shapers per jump (i.e. Top Air, Bottom Air). These individuals will be responsible for the final preparation of the air bumps. In competitions other than World Cups, alternate jump preparation arrangements can be determined at the Team Captains' meeting.
- 4304.8.2 These individuals must be prepared to perform this task at least one day prior to Official Training.
- 4304.9 No person, other than members of the course crew under the direction of the Chief of Course, shall take any action intended to change the state of the course unless instructed to do so by a member of the Jury. This prohibition applies at all times, but especially during official Inspection of the course.
- 4305 Official Training**
- 4305.1 The official training for the Dual Moguls competition is an inseparable part of the competition.

- 4305.2 The official training shall encompass at least two days, although not necessarily consecutively.
- 4305.3 The Jury may reduce this period.
- 4305.4 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.

## **4306 Scoring**

The competitors' Dual Moguls skiing will be evaluated on three basic components as follows (see 4307 for general scoring procedures):

- 4306.1 Turns; consisting of 50% of the score**  
(Definition refer to FIS Freestyle Judging Handbook 6204.1 to 6204.2)
- 4306.2 Air; consisting of 25% of the score**  
(Definition refer to FIS Freestyle Judging Handbook 6204.3)
- 4306.3 Speed; consisting of 25% of the score**  
(Definition refer to FIS Freestyle Judging Handbook 6304.3.4 Classic Scoring /6304.4 Direct Comparison Scoring)

## **4307 Scoring Procedures**

- 4307.1 A panel of judges shall administer scores based upon specific duties for each judge, as set forth in the FIS Freestyle Judging Handbook 6304.  
The judges shall evaluate the competitors' performance with respect to "turns", "air" and "speed" as further described in the FIS Freestyle Judging Handbook.  
The competitor shall be judged from the time the run is started until they cross the Finish line. The competitor should come to a controlled and complete stop in the Finish area. Aerials manoeuvres landing beyond the Finish line will be disregarded.
- 4307.2 Tie Breaking**
- 4307.2.1 *Tie Breaking – Qualifications*
- 4307.2.1.1 In Single format Qualification, tie break procedures are the same as for Moguls (see 4207.3).
- 4307.2.1.2 In Dual Moguls with Seeded Groups, any ties for positions in the Start Order shall be broken by reference to 4310.1.1.
- 4307.2.2 *Tie Breaking - Finals*
- 4307.2.2.1 5-Judge format: no ties are possible.
- 4307.2.2.2 Classic DM 7-Judge format: should a tie occur, the competitor with the greater number of votes from the Turns judges shall be ranked higher; if still tied, the competitor with the greater number of Turns judges in favour shall be ranked higher. If still tied, the Turns Tie Break Judge (J7/Speed) shall determine the result by giving a Turns score.
- 4307.2.2.3 Comparison DM: should a tie occur the competitor with the faster speed shall win; if still tied, the competitor with more Turns Judges voting in their favour shall win.

- 4307.2.2.4 In case there is a tie for the last place qualifying for Dual Moguls finals, the following will apply: if two competitors are tied, the two will dual immediately before the first dual round. The winner will advance to the first dual round. If more than two competitors are tied, each will ski a single run with the winner advancing to the duals.

## **4308 Calculation of Scores**

See 4008

## **4309 Competition Procedures**

### **4309.1 Qualified for the Final**

For the numbers of competitors in the Finals for each format, see 4310.1 and 4310.2.3.

## **4310 Dual Moguls Competition Format**

The Dual Moguls competition can be carried out using two formats. In one format, pairs of competitors compete in heats (Duals) from the beginning of the competition and in the other format, Duals are done in the Finals. In the second format, the qualification for the Final is done with a modified form of Moguls competition.

### **4310.1 Dual Moguls with Seeded Groups**

#### *4310.1.1 Seeding*

- 4310.1.1.1 Assigning competitors to positions in the Dual Moguls ladder shall be done using the following:  
where this competition forms part of a Cup series, the Dual Moguls Standings for that series (if available)

the Final Results from a Moguls competition forming part of the same competition programme and completed on the same course prior to the Dual Moguls competition (if available)

if either of the two lists mentioned above does not exist, the current FIS Points List.

Each competitor's Seeding rank shall be their best rank from the above lists, as applicable.

- 4310.1.1.2 At the World Ski Championships and Olympic Winter Games, the best rank from the Dual Moguls World Cup Standings, the Moguls Final Result List of the same Championships/Games, and the FIS Points List shall be used.

- 4310.1.1.3 In the above procedure, in all cases where the seeding ranks are to be derived from more than one source (Moguls results, Cup Standings etc.), lists must be constructed ranking only the competitors in the Draw List, so that the ranks from each list are directly comparable; competitors with DNF in the Moguls Final Results shall all receive a rank in that list equal to the number of competitors entered in the Dual Moguls Draw; those with DNS or DSQ in the Moguls Final Results and any without a rank in the applicable Cup Standings or FIS Points lists shall be assigned a numerical rank in the list one greater (worse) than the number of competitors in the Dual Moguls Draw.

- 4310.1.1.4 Ties shall be broken by first comparing the Cup Standings, then if still tied the Moguls Final Result ranks and if still tied, the FIS Points List. Any competitors still tied shall receive the same seeding rank but shall be assigned to the available start position by random draw.
- 4310.1.2 *Seeding Procedures*  
The top 32 competitors shall be seeded, with the top 8 keeping their seeding rank, those ranked 9-16 being randomly drawn to places 9-16 and those ranked 17-32 being randomly drawn to places 17- 32 on the ladder. Places 33 and greater will be filled from a random draw of the remaining competitors to the corresponding number on the ladder. Procedures for the Draw are defined in 2018.
- 4310.2 Dual Final with Single Qualification**  
A single Moguls run will be used to qualify and seed competitors for Dual format Finals. Final formats can consist of the following number of competitors; 8, 16, 24 or 32 competitors. Only top 4 places will be determined by 'dualing off'.
- 4310.2.1 *Qualification / Moguls*  
The Jury shall decide if the course is to be divided into duals lanes (red / blue) for the Qualification phase.
- 4310.2.2 *Starting Order*  
The start order will be determined by a random draw (see 2022.1). If Qualifications are to be run with the course divided into red/blue according to 4310.2.1 competitors with odd start order (start 1, 3, 5 etc), start on the red course and competitors with even start order (2, 4, 6 etc) start on the blue course.
- 4310.2.3 *Final / Dual Moguls*
- 4310.2.3.1 The organiser can propose to the FIS the number of the competitors to have in the Final. The programme ought to be around 45 to 75 minutes of skiing.
- 4310.2.3.2 The results from the Qualification are used to select competitors for the Finals.
- 4310.3 Dual Moguls Final**
- 4310.3.1 *Assignment of competitors to Red and Blue Courses*
- 4310.3.1.2 For Dual Moguls with Seeded Groups, colour (or side) of course will be predetermined in the following manner:
- |              |  |
|--------------|--|
| Round of 128 | top competitor in pairing will be red  |
| Round of 64  | top competitor in pairing will be blue |
| Round of 32  | top competitor in pairing will be red  |
| Round of 16  | top competitor in pairing will be blue |
| Round of 8   | top competitor in pairing will be red  |
| Round of 4   | top competitor in pairing will be blue |
| Final Rounds | top competitor in pairing will be red  |
- The "top competitor" is defined by position in the bracket, not by seed.
- 4310.3.1.3 For Dual Moguls with Single Qualification, the competitor ranked higher in the Qualifications shall choose between Red and Blue courses, and shall inform the Start officials of their decision in the Start area in a reasonable time before the start of each round.



4310.3.2 *Ranking of those eliminated in each Round*  
The ranking to fourth place will be determined by skiing ("dualing off").  
All competitors in the rounds of 5-8, 9-16, 17-32, 33-64, 65-128 who did not proceed to the next round will be ranked in accordance with 4312.  
Those receiving a DNS will be ranked according to their seed.  
Those receiving a DNF will be ranked according to their seed.  
Those that receive a score but do not advance to the next round will be placed in accordance with the judges' points accumulated. Ties in this group will be broken by 4312.

4310.2.3.3 The rankings of 1, 2, 3, 4, shall be determined by duals.

4310.2.3.4 The remaining rankings shall be determined according to 4312.

## **4311 Special Procedures**

### **4311.1 Start Command**

#### *4311.1.1 Start Command: Single Format Qualifications*

The Single Format Qualifications start command shall be given by the Starter and begins with a warning ten seconds before the start.

A start command will then be given: "**Competitor Ready! .... 3, 2, 1, Go!**"

The competitor is then required to leave the start immediately.

#### *4311.1.2 Dual Moguls Start Command*

4311.1.2.1 The Dual Moguls Start command shall begin with a warning from the Announcer: "**Blue Course ready,.....Red Course ready!**"

The starter or gate opener shall open both gates simultaneously within 3 seconds of this announcement. Should the gates fail to open for any reason, this procedure shall be re-commenced.

4311.1.2.2 If a competitor is unable to start for any reason, the other competitor in that phase shall not ski the course.

### **4311.2 Did Not Start (DNS)**

If a competitor enters the course before the start command is completed pursuant to Rule 4311.1.2.1, DNS shall be imposed.

### **4311.3 Did not Finish (DNF)**

The competition officials may impose a ruling entitled "Did Not Finish" (DNF) for any infractions listed below. This list does not restrict the ruling of the officials for any infraction, which may occur and is not listed below. DNF may be imposed:

4311.3.1 for skiing out of the course boundaries, which includes not crossing the gate line (see 4311.4) or the Finish gate.

4311.3.2 In Dual Moguls heats, crossing the middle line of the course. A competitor shall be deemed to have crossed the middle line if both feet cross the line.

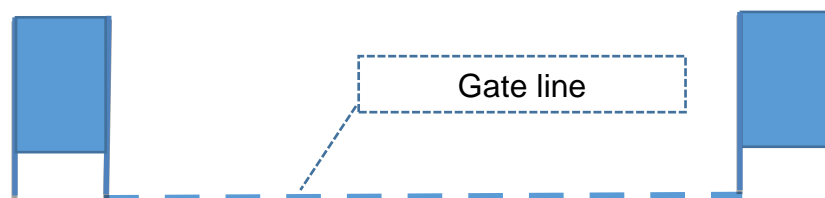
#### **4311.3.3 Loss of Ski(s) or Stop**

A competitor who, having started, loses one or both skis or stops for 10 seconds or more, shall receive a ruling of Did Not Finish (DNF) for that run. The loss of other equipment, including ski pole or poles, shall not result in DNF provided that the competitor finishes.

#### **4311.4 Passage across the Gate Line**

4311.4.1 A gate must be passed according to 4311.4.2.

4311.4.2 A gate has been passed correctly when both ski tips and both feet of the competitor have crossed the gate line. The gate line is the imaginary shortest line between the two inside poles. (see drawing)



#### **4311.4.3 Requirements after a Gate Fault**

A competitor who misses a gate must no longer continue through further gates.

#### **4311.5 Jumping Manoeuvres (Dual Moguls)**

A competitor who performs only one manoeuvre can only receive a maximum of 50% of the total possible Air score.

Competitors may repeat jumps but judges will consider variety in comparing the two competitors. Variety reflects a different number of manoeuvres and different types of manoeuvres. A competitor who repeats (identically) the same manoeuvre during a run will receive a deduction of two (2) votes per Air judges; A competitor who performs two different manoeuvres from the same scoring Category will receive a deduction of one (1) vote per Air Judge. Different types of manoeuvres are defined in 4210.3.1.

#### **4312 Ranking and Tie Breaking of those eliminated in Dual Moguls knock-out rounds**

4312.1 In each round, the scores will be compared between all of the eliminated competitors. The competitors' scores will be sorted from the highest to lowest scores. Competitors with higher score will be grouped, followed by the next highest score until all competitors are classified. Competitors within each group will then be ranked according to their seeding in the competition, and all will be ranked above those from the same round who did not receive a score.

4312.2 Competitors who DNF will be ranked according to their seeding (see 4310.1) or Qualification (see 4310.2) rank, below all competitors from the same round who received a score and above all those who DNS in the same round.

4312.3 Competitors who DNS in any round except the first round of Dual Moguls with Seeded Groups (see 4312.4) will be ranked according to their seeding (see 4310.1) or Qualification (see 4310.2) rank, after all other classified competitors in the same round.

- 4312.4 Competitors who DNS in their first round of Dual Moguls with Seeded Groups (see 4310.1) or who DNS in all rounds of Single format Qualifications (see 4012.2) will not be classified and will have no rank in the competition. They shall be listed on the Results above any who are DSQ.
- 4312.5 In the case where both competitors are DNF in the same round, the first who DNFs is ranked lower.
- 4312.6 Tie Breaking**  
In the case that it is not possible to determine the ranking, then the ranking will be determined by the ranking in the qualification phase or seeding of the competitors. Then the competitor(s) with the better rank will break the tie.
- 4313 Interruption of Competition**
- 4313.1 Exceptions to following rules**  
In all cases at Olympic Winter Games, a Dual Moguls competition that cannot be fully completed shall be cancelled and 4313.2 and 4313.3 shall not apply.
- 4313.2 Dual Moguls with Single Format Qualifications**  
  
ICR 4014 applies unless 4313.1 is in force.
- 4313.3 Dual Moguls with Seeded Groups**  
  
Except when 4313.1 applies, if there is an interruption of a competition and the competition cannot be resumed when conditions warrant, the results completed before the interruption will remain valid if all rounds have been completed, except for the Small Final (Dual for 3rd and 4th) and/or the Final (Dual for 1st and 2nd). Otherwise, the results prior to the interruption will be cancelled. If the Small Final and/or Final are not completed in a competition with Continental or World Cup points, the competitors in the Small Final will be tied for 3rd Place and receive the average of the points for Third and Fourth; the competitors in the Final will be tied for 1st Place and receive the average of the points for First and Second. If the competition has prize money available, distribution will follow WC Rule 1.2.10.1.

## **4600           Aerials Synchro Competition Rules**

### **4601           Definition**

- 4601.1           Aerials Synchro competitions shall consist of synchronized jumps by pairs of competitors.
- 4601.2           Both competitors will perform jumps from independent, parallel kickers that are constructed a minimum of five (5) metres apart and receive a single score for their combined performances.
- 4601.3           The competition will be run using the Aerials competition rules and procedures with modifications as set out below.
- 4601.4           The competitions can be either a men's competition or a women's competition or a mixed competition of women and men.

### **4602           Team Size**

Each team consists of two (2) competitors (a "pair") with one (1) additional reserve competitor per gender, who can be a substitute.

### **4603           Formation of Pairs**

Each pair is composed of competitors from a single nation for major competitions. When earned Aerials quotas allow, nations may enter up to three (3) pairs per gender; mixed gender pairs are counted in the men's maximum.

### **4604           Competition Format**

There can be either a Qualification and Final phase or just a Final phase with sub-phases.

#### **4604.1       Qualification - Final**

If a Qualification is held, then it shall comprise one round after which the scores from each pair are ranked. Pairs proceeding to the Final phase shall start in reverse order of their Qualification ranking.

#### **4604.2       Final**

If there is no Qualification, then the entry and seeding in the competition will be based upon the ranking of the sum of the FIS points of each pair.

In the Final, there can be two sub-phases: round one (Final 1/F1) followed by medal round or round two (Final 2/F2). In F1, there can be up to twelve (12) pairs and in F2 there are six (6) pairs.

## **4605           The Aerials Synchro Site**

### **4605.1       General Characteristics of the Aerials Synchro Site**

The Aerials Synchro site must be constructed according to the specifications contained in the FIS Freestyle Course Standards Manual with two parallel double kickers of the same size a minimum of five (5) metres apart (from jump take-off centres). The course shall be properly prepared and free of all visible and known hazards. All measurements taken are in degrees as opposed to percentages.

## **4605.2 Layout of the Aerials Synchro Site**

### **4605.2.1 Construction of Aerials Synchro Site jumps**

The Aerials Synchro Site should be constructed using the standard aerial jump site dimensions outlined in 4105.2 with the addition of two, parallel double jumps.

These parallel double jumps must be a minimum of five (5) metres apart from the centre of jump take off to the centre of the other jump take off.

## **4606 Competition Procedures**

### **4606.1 Draw**

Each pair member and the substitute(s) are determined before the draw. Each team must confirm its entries before the start of the Team Captains' meeting.

A random draw will be done to create the Start List.

### **4606.2 Start List**

After each subsequent phase and sub-phase, a Start List will be produced.

The pairs will run reverse order of the ranking from the previous phase or sub-phase.

### **4606.3 Substitution**

At the end of the training sessions, before the start of the competition, a named substitute can replace one (1) of the competitors per gender.

### **4606.4 Conduct of the Competition**

In each phase, every pair takes one (1) jump in order of the Start List. After each phase, its results will be used to seed the pairs into the next phase or sub phase.

## **4607 Ties**

If there is a tie in the ranking, then the pair with the higher score for Synchronicity will be ranked higher. If still tied, the tie breaking rules in Aerials will be used, taking the aggregate value per pair of the score component (Form or Landing) under consideration at each step in the procedure.

## **4608 Competition Formats**

### **4608.1 Bib Assignment**

Each pair is assigned a main bib number and each individual on the pair receives a sub number to designate their unique inclusion in that pair (example: 1-1, 1-2, 2-1, 2-2, etc.).

### **4608.2 Performance of Different Aerial Manoeuvres**

Each member of a pair must perform the same jump. If the competitors in the pair perform different jumps from each other, the pair will receive a DNF.

## **4609 Scoring**

The scoring of the jumps will stress take-off, height and distance (referred to as "air"), proper style, execution, precision of movement (referred to as "form" and "landing") as well as synchronicity of execution. For specific competition procedures, see 4104.

### **4609.1 A split scoring system will be used at all Aerials competitions. Refer to FIS Free-style Judging Handbook, 6103 Scoring procedures.**

- 4609.2 Competitors will be judged on acrobatic skiing and synchronicity separately which are added and multiplied by the jump's established degree of difficulty (DD).
- 4609.3 Each competitor will have their acrobatic score judged independently.
- 4609.4 The competitors' acrobatic skiing comprises 40% of the base score per jump pair. The acrobatic elements will be judged on three basic components as follows which will consist of Air, Form and Landing. Refer to 4610.1, 4610.2 and 4610.3 for details.
- 4609.5 The synchronicity of competitors' jumping comprises 60% of the base score per jump pair. The synchronicity elements will be judged on five basic components which will consist of:
- 20% Synchro Take-off
  - 20% Synchro Rotation
  - 20% Synchro Landing
  - 20% Synchro Landing Zone
  - 20% Synchro Exit

Details are available in the FIS Freestyle Judging Handbook 6104

## **4610 Ranking**

- 4610.1 The scores from each pair represent the pair score. The pair score will be used to rank the pairs in each phase. The pair with the highest total score from the last phase or sub-phase wins. All other pairs are ranked according to their scores in each phase or sub-phase.
- 4610.2 The final results will include all of the pair members and substitutes entered into the competitions and a summary of each pair's scores.

## **4700 Aerials Team Competition Rules**

### **4701 Types of Team Competitions**

4701.1 The competition will be run using the Aerials competition rules and procedures.

4701.2 The competitions can be either a men's competition or a women's competition or a mixed competition of women and men.  
In the Team Competition groups of competitors take jumps in different phases. The different competitors are grouped by FIS Points into several rounds.

### **4702 Team Size**

Each team can consist of two (2), three (3) or four (4) competitors with one (1) additional reserve competitor per gender, who can be a substitute.  
In the mixed team competition, teams shall include competitors of both genders and never more than two competitors of the same gender.

### **4703 Formation of Teams**

Each team is composed of competitors from a single Nation for major competitions. Other levels of competition can have more than one (1) nation participating.

### **4704 Competition Format**

4704.1 There can be either a Qualification and Final phase or just a Final phase with sub-phases.

#### **4704.2 Qualification - Final**

If a Qualification is held, then after one round, the scores from each team are added together and ranked. Seeding into the Final phase is based upon the Qualification ranking.

#### **4704.3 Final**

If there is no Qualification, then the entry and seeding in the competition will be based upon the ranking of the sum of the FIS points of each team.  
In the Final, there can be two sub-phases: round one (Final 1/F1) followed by medal round or round two (Final 2/F2). In F1, there can be up to eight (8) teams and in F2 there are four (4) teams.  
Each competitor can take part in each phase and take one jump.

### **4705 Competition Procedures**

#### **4705.1 Entries**

The entries for each team must include the following information on the competitors: name, nation, gender, year of birth, jumps to be performed and FIS Points.

#### **4705.2 Draw**

4705.2.1 Each team member and the substitute(s) are determined before the draw. Each team must confirm its entries before the start of the Team Captains' meeting.

- 4705.2.2 Before the draw, a ranked seeding list will be produced showing the entries, substitutes, FIS points and a sum of each team's FIS Points.  
A random draw will be done to create the Start List.
- 4705.3 Start List**
- 4705.3.1 After each subsequent phase and sub-phase, a Start List will be produced.  
The teams will run reverse order of the ranking from the previous phase or sub-phase.
- 4705.3.2 In every round of the mixed team competition, the women's round starts first; in the following rounds the next highest ranked competitor starts and in the last round, the highest ranked man goes last.
- 4705.4 Substitution**
- At the end of the training sessions, before the start of the competition, a named substitute can replace one (1) of the competitors per gender.
- 4705.5 Competition**
- 4705.5.1 In each phase, every competitor takes one (1) jump in order of the Start List. After each phase, its results will be used to seed the teams into the next phase or sub phase.
- 4705.5.2 After each jump, the competitor's score is announced along with the rank of the team.
- 4705.5.3 After each phase the team ranking and start order for the next phase are announced.
- 4706 Ranking**
- 4706.1 The scores from each competitor on each team will be added together to create a total team score. The total team score will be used to rank the teams in each phase.
- 4706.2 The team with the highest total score from the last phase or sub-phase wins. All other teams are ranked according to their scores in each phase or sub-phase.
- 4706.3 The final results will include all of the team members and substitutes entered into the competitions and a summary of their scores.
- 4707 Ties**
- 4707.1 If there is a tie in the ranking, then a round by round comparison will be done, with the team winning more rounds ranked higher. If still tied, then the highest individual scores from that phase or sub-phase will be ranked. If still tied, the tie breaking rules in Aerials will be used, taking the aggregate value per team of the score component under consideration at each step in the procedure.
- 4707.2 Ties in the start order for any round will be broken using the team's Seed Rank and, if still tied, by a random draw.
- 4708 Awards and Prize Money**
- Team members are to receive medals and awards presented to the team. Prize money is awarded to the team as a whole.



## **4800 Dual Moguls Team Competition Rules**

The competition will be conducted in accordance with the Dual Moguls International Competition Rules (ICR), ref 4300 except as noted herein.

## **4801 Types of Competitions**

- Men
- Women
- Mixed

## **4802 Teams**

- 4802.1 A team consists of two (2) competitors. A competitor may be on only one team.
- 4802.2 Each team is composed of competitors from a single Nation for major competitions. Other levels of competition can have more than one (1) nation participating.
- 4802.3 In the mixed team competition teams must include competitors of both genders.
- 4802.4 A team may also designate one (1) optional reserve/substitute competitor per gender.

## **4803 Number of Teams**

The number of teams in a competition may be limited as determined by the Jury. If the number of teams is limited, one team from each participating Nation will be included before an additional team from any Nation is added.

## **4804 Competition Format**

- 4804.1 Except as noted herein, the format follows DM rules 4310.1 – Dual Moguls with Seeded Groups.
- 4804.2 Teams will be seeded into a knockout ladder (see 4805.1 – Seeding, Draw and Start List).
- 4804.3 Teams compete in Heats, with the winning team advancing to the next round. In each round, every team takes part in one Heat in order of the Start List as per the knockout ladder.  
Each Heat consists of one run by each team member against a member of the other team. The two runs in a Heat are designated 'a' and 'b'; run 'a' shall be followed by run 'b'.

## **4805 Competition Procedures**

### **4805.1** *Seeding, Draw and Start List*

4805.1.1 Teams must confirm each team member and substitute(s) before the draw. Before the draw, a list will be produced showing the entries, substitutes and team ranking based on the sum of the team members' FIS Points. Ties in the Team seed ranks shall be broken by a random draw.

4805.1.2 The ranking list will be used to seed the teams into the Start List knockout ladder as per DM rule 4310.1.1, but with each team assigned to a Heat (see 4804) according to its team rank.

### **4805.2 Substitution**

One team member per gender may be replaced by a reserve/substitute. This substitution must be communicated no later than 30 minutes before the scheduled start of the competition to the Starter, who shall relay this information to the Jury and Chief of Results.

## **4806 Pairings**

In a mixed team competition, women shall compete against women and men against men. The lower seeded team (i.e. the one with the higher numerical rank value) must be the first to designate which competitor will compete in the first run of a Heat.

## **4807 Assignment of Blue and Red Courses**

Course assignment shall follow 4310.3.1 for the first run of each Heat, using the team rank in place of competitor rank.

## **4808 Ranking**

The scores from each team will be added together to create a total team score for each Heat. Ranks 1 to 4 are determined from the results of the 'Big' and 'Small' Finals. All other teams are ranked according to their total team score in each round.

The official results will include all the team members and substitutes entered in the competition, and their scores.

## **4809 Ties**

### **4809.1 Ties in a Heat**

4809.1.1. In case of a tie in a Heat the team with the higher combined Turns scores shall win the tie;

4809.1.2 if still tied, the team with the greater number of Turns Judges deciding in favour of its team members shall win the tie;

4809.1.3 if still tied, the team with the higher combined Air scores shall win the tie;

4809.1.4 if still tied, the team with the greater number of Air Judges deciding in favour of its team members shall win the tie;

4809.1.5 if still tied, the team that won the second run of the heat shall win the tie..

**4809.2            Ties in Team Ranking**

4809.2.1            In case of a tie in Team rankings, the team with the highest individual score in the last round competed shall win the tie;

4809.2.2            if still tied, the teams will receive the same ranking.

**4810                Awards and Prize Money**

Team members are to receive medals and awards presented to the team. Prize money is awarded individually to those team members who started in the competition.

**5000 Snowboard Cross Event**

After a qualification phase which may be timed or held in groups, a group of competitors compete against each other on a specially prepared Snowboard Cross course that includes different types of turns, jumps, waves and other freestyle terrain features.

**5100 Field of Play****5101 Start Zone**

The Start Zone is part of the field of play and defines the entire area above and beside the start gates. It includes the start area, competitor's preparation area, the Start Platform & start ramp and a separate corridor or area specifically designed to grant course access for courses officials, competition staff, coaches, etc. There must be an access back to the public slopes without anyone having to enter the competition slope.

**5101.1 Start Area**

The Start Area must be closed off to everyone except the participating competitors/teams and eligible team officials (competitors, coaches, service personnel,) so that the teams can prepare without being interrupted by the public and competition staff etc. An adequate shelter/warm up tent should be provided for the competitors waiting for the call to start.

Separate reserved places for trainers, competitors and service technicians per team may be defined depending on the competition level.

**5101.2 Preparation Area**

It is recommended that an intermediate preparation area in between the Start Area and the start platform be defined dedicated to the competitors who are called to make their final preparation, before being called onto the Start Platform.

**5101.3 Start Platform**

The Start Platform must be closed off to everyone except the competitor(s), accompanied by only one trainer/official and the start officials. The Start area Platform must be protected appropriately against inclement weather and be prepared in such a way, that the competitors can stand relaxed in the Start Gate and can quickly reach competitive speed after leaving the start.

A Start Gate (push off posts or a start device) will be installed as a starting installation, respecting the requirements of the specific events.

**5102****Course / Field of Play**

Start and finish installations, television towers, measuring equipment, sponsor advertising equipment, etc. are necessary items for a competition.

**5102.1****Definition of a Snowboard Cross Course***5102.1.1**Technical Data (recommendations)*

<b>Code</b>	<b>Snowboard Cross Course</b>	<b>Measurement</b>
<b>CL (m)</b>	Course Length	
	Level A	800 – 1300 m
	Level B	min 600 m
	Level C	min 450 m
	Short Course All Level except OWG, WSC (Night events, City events)	
<b>CA (°)</b>	Course Angle (average)	
	Level A	7° - 11° (ca 12-20%)
	Level B	5° - 11°
	Level C	5° - 11°
<b>VD (m)</b>	Vertical Drop	
	Level A	100 – 250 m
	Level B	min 60 m
	Level C	min 45 m
<b>TW (m)</b>	Track Width (average)	20.0 m
<b>CW (m)</b>	Course Width	6.0 m – 16.0 m
	Depending on format and level of competition	
	Start Criteria	
<b>SA (m²)</b>	Start Area / Start Platform	30.0 m²/16X6m
<b>SP</b>		
	Start Platform	Length min. 6.0 m
	Width depending on the start gate	Width 12.0 m (+/- 4,0 m)
	Level A	Min 300 m²/16x6m
	Level B	Min 300 m²/10x4m
	Level C	Min 200 m²/8x34m
<b>SL (m)</b>	Start Length (from start to first direction change)	
	Level A	100.0 m
	Level B	80.0 m
	Level C	60.0 m
	Finish Criteria	
<b>FL (m)</b>	Finish Line (width)	15.0 m (+/- 5,0 m)
<b>FA (m)</b>	Finish Area Length	60.0 m (+/- 10,0 m)
<b>FW (m)</b>	Finish Area Width	24 min
	Competition Level	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

- 5102.1.2.1 *Characteristics of a Snowboard Cross Course*  
Following the idea of Snowboard Cross, the cross course must allow competitors to complete a course with features as speedily as possible. During the heats (4 or 6 competitors) exciting runs are created by overtaking opportunities from start to finish. Different features such as berms, rollers, jumps, etc., should be included to make it challenging to master the course.
- 5102.2 Safety / Fencing / Color**
- 5102.2.1 *Fencing*  
The course must be entirely closed off by barriers.
- 5102.2.2 *Safety Installation*  
In agreement with the jury, the track must be secured with suitable safety material.
- 5102.2.3 *Coloring*  
The course must be sufficiently marked with blue paint on the lateral edge. The jury decides at which points the jumps and landings are to be marked with paint. Before the inspection, before the training and each competition phase the markings are to be checked and supplemented if necessary.  
The finish line must be as defined in 5103.1.2 Finish Line.
- 5102.2.4 *Closing and modification of the course*  
On a closed course only the Jury is permitted to order gate or flag changes, mark the course or modify the course structure (jumps, bumps, etc.).  
Competitors who enter a closed competition course will be subject to being sanctioned by the Jury (exception: normal competitor inspection).  
  
Photographers and camera teams are allowed into the closed course area for the necessary documentation of the competition. Their total number can be limited by the Jury. They will be located by the Jury where possible and may only remain in this area.  
  
Trainers, servicemen etc., who are allowed on a closed competition course are to be determined by the Jury. Similarly the number and places for photographers and camera teams, insofar as they are situated inside the barriers, must be approved by the Jury.
- 5103 Finish Zone**  
The finish zone includes the finish area (finish Coral), timing hut, TV tower, mixed zone, spectators area.  
Finish installations and closures should be set up or secured through suitable security protection measures.
- 5103.1 Finish Area (finish Coral)**  
The finish area is part of the field of play and must be plainly visible to the competitor approaching the finish.  
The Finish Area must be completely fenced off. Any unauthorized entry must be prevented.
- 5103.1.2 *Finish Line*  
The finish line marks the end of the course and is defined by two vertical markings. The finish line must be clearly marked straight in red color.  
  
In exceptional cases, the Jury can decrease this distance described in 5102.1.1 Technical Data for technical and security reasons or because of the terrain. If

timing equipment is installed behind the finish markings, it must be protected sufficiently.

For more details refer to the timing & data booklet.

## **5104 Warm Up Slope**

Warm up slopes must be made available. outside the competition course should be made available to the participating teams to be used under the direction of the Organiser. Warm up slopes are not under the control of the Jury and are not governed by the ICR.

## **5200 Installations & Event Material**

### **5201 Start, Finish & Timing Installations**

For all events in the FIS Calendar, electronic timers, start device and photocells homologated by FIS must be used. A list of these approved devices will be published. Races using timing equipment other than those on the homologated FIS list will not be considered for FIS points.

Specifications and procedures for timing are more fully described in a separate FIS Timing Booklet.

#### **5201.1 Start Device**

##### *5201.1.1 Placement of the Start Device*

The start device has to be placed in the centre of the course. The doors have to open simultaneously and it must be impossible for a competitor to open the doors themselves or block the opening of the door by applying force to the door.

##### *5201.1.2 Snowboard Cross Start Device Standards*

Please refer to the Timing Booklet for its specifications together with the electronic release device and the qualification set-up.

##### *5201.1.3 Electronic Release Device*

It is permissible to use an electronic device to open the drop door. Every drop door needs to be locked into place and then released from the same electronic impulse. The random release time must be between 1.0 and 4.0 seconds. For the Start Command, on 'attention' (5610.3.2 Start Signals & Commands ), the random sequence is begun by the Starter.

On the World Cup, World Ski Championships and Olympic Winter Games, the Electronic Release device is mandatory.

The electronic release device must also have a back-up power source available that can meet the demands of a minimum of 20 start sequences. If this back-up system fails it must be possible to operate the start gate through the use of a mechanical starting release system.

#### **5201.2 Timing Equipment**

For all international competitions two synchronised electronically isolated timing systems operating in time-of-day must be used. One system will be designated system A (main system), the other system B (back-up system) prior to the beginning of the race.

All technical details related to the timing equipment and timing are described in the timing booklet.

- 5201.2.1**      *Triggering Timing Impulse Start*  
The start timing shall measure the exact time from when competitors cross the start line with their leg below the knee or when the starting device board opens.
- 5201.2.2**      *Triggering Timing Impulse Finish*  
For all events, there must be two photocell system(s) homologated by the FIS installed at the finish line. One is connected to system A. The other is connected to system B.
- 5201.2.3**      *Timing without Cable*  
For Qualification, wireless timing, maybe used for FIS, NC and COC Level Competition. Timing devices must meet FIS wireless standards that are set out in the Timing Booklet.
- 5201.2.4**      *Timing Cable*  
Minimum 2 separate pairs of cables for timing are required.  
Communication needs to be on a separate pair. Higher level event might demand more lines ref timing booklet.
- 5201.2.5**      *Hand Timing*  
For timed qualifications hand timing at the start and finish is mandatory, for the technical details ref timing booklet.
- 5201.2.6**      *Finish Camera*  
For heats a finish line camera is mandatory. Refer to the timing booklet for the technical requirements and positioning.
- 5201.2.7**      *Reaction Time*  
For World Cups, World Championships and Olympic Winter Games a reaction time will be measured.  
For the technical requirements refer to the timing booklet
- 5201.2.8**      *Intermediate Times*  
Intermediate Times are measured times on the track between Start and Finish line. They are just for information for the teams, competitors, media and officials and have no impact on the official results or official ranking.  
As the times are not for official use, they can be measured with non-homologated timing devices.  
For World Cups, World Championships and Olympic Winter Games intermediate times should be measured at least every 20-30 seconds. Intermediate Times are not required for Lower Level Events.  
For the technical requirements refer to the Timing Booklet.
- 5201.3**      **Timing House**  
The minimum size of the timing and data working area is 3.0 x 4.0 meters. Tables, chairs, electrical sources and heat need to be provided. The location of the timing and data area is defined according to the specific course specifications.  
The facility must be weatherproof, heated inside and have toilet facilities available.
- 5201.4**      **Communications & Cabling**  
In all international competitions, there must be multiple communication (telephone or radios, etc.) between the start and finish. Voice communication between starter and finish must be assured by fixed wire connection or radio. In case of radio, this must be on a separate channel from that used by any other function. For judged competitions there must be direct communication between start, finish and the judges stand.



In Olympic Winter Games, FIS World Championships, World Cup and FIS Junior World Championships all communications and timing connections between start and finish must be assured by fixed wiring. In the data service area, access to the highspeed internet is required for World Cup, World Championships and Olympic Winter Games competitions.

## **5203 Gates**

A Snowboard Cross gate consists of one stubby flex pole (turning pole) and one long slalom rigid pole (outside pole) which are connected with a triangular gate flag.

### **5203.1 Gate Flags**

Following sizes may be used for the triangular gate flags (banners / panels). (Slight variations from the following dimensions will be acceptable).

Base length: min. 100 cm max. 130 cm  
Height long side: min. 80 cm max. 110 cm  
Height short side: 45 cm

The gate flags must be in two different colors

The gate flag must be of wind-permeable material.

Advertising on gate flags should not reduce wind permeability or the release mechanism of the flags.

### **5203.2 Poles**

All poles are subdivided into rigid poles and stubby poles. It is recommended to use 2 different colors.

#### *5203.2.1 Rigid Poles*

Round, uniform poles with a diameter between a minimum of 20 mm and a maximum of 32 mm and without joints are allowed as rigid poles. They must consist of a non-splintering material (polycarbonate plastic or material with similar properties).

#### *5203.2.2 Stubby Poles*

Stubby poles are flex poles with a length of not more than 45 cm above the bottom of hinge to the top end of the pole and padded or hollow on the top.

- Soft padding (approximately) 35 cm
- Base length (approximately) 25 cm

## **5204 Start Numbers (Bib)**

### **5204.1 Snowboard Cross**

Numbered bibs with numbers on front, back and sleeves for better visibility by the course Judges should be utilized.

### **5204.2 Bibs for Final Phase**

The Bibs shall be changed after the qualification phase. The new Bib numbers for the final phase are the ranks from the qualification. If the right numbers are not available for the finals a set of ascending Bib numbers must be used.

## **5205 Color Jersey**

When competing in heats, additional color jerseys are used. The main 4 colors of the jerseys will be Red (1<sup>st</sup> ranked in Qualification/Seeding), Green (2<sup>nd</sup> ranked in

Qualification/Seeding) Blue (3<sup>rd</sup> ranked in Qualification/Seeding) and Yellow (4<sup>th</sup> ranked in Qualification/Seeding). White (5<sup>th</sup> ranked in Qualification/Seeding) and Black (6<sup>th</sup> ranked in Qualification/Seeding) will be used additionally if a 6-person format is used. The color jerseys are worn over the Bib numbers.

## **5206 Public Address System**

### **5206.1 Sound System**

52061.1.1 Music can be used at all events but must not interfere with the competition.

52061.1.2 The Chief of Sports Presentation will be in radio contact with the competition officials at all times.

52061.1.3 In all cases where music is played, stock music will be used and at the option of the organisers. The music should be upbeat and energetic.

### **5206.2 OVR (On Venue Results)**

An official notice board will be located at the start and the finish area. Seeding brackets need to be posted at the start. Results and all official documents need to be posted at the finish notice board. This is as well mandatory if the data service provide live apps and/or data screens.

## **5300 Snowboard Cross Officials/Staff**

### **5301 The Jury**

The Jury is the body that controls the Competition and is responsible for taking decisions concerning the Competition. Refer to Common section 2007 for further information.

The Chair of the Jury conducts its meetings, is a voting member of the Jury and has an additional casting vote in case of a tie. At WC, OWG, WSC, WJC, YOG and CoC competitions, the Race Director, if present, takes the Chair; otherwise, the TD is Chair.

#### **5301.1 Voting members of the Jury**

5301.1.1 Snowboard Cross and Snowboard Cross Team Events

- the Technical Delegate
- the Referee
- the Chief of Competition
- Race Director at WC, OWG, WSC, WJC, YOG

5301.1.2 For Olympic Winter Games and FIS World Championships in all events additional Jury members:

- Start Referee
- Finish Referee

5301.1.3 For Continental Cup Competitions, the Continental Cup Coordinator, when appointed by FIS, will be a member of the Jury as an additional member: (for EC refer to EC 1.1.2)

**5301.2**

### **Jury Channel**

The Jury members must be equipped with radios. These must function on a single reserved frequency and be free of interference. In Snowboard Cross, the course Judges and connection coaches (when applicable), must be equipped with radios.

**5302**

### **Race Director**

In all major events (UVS, WJC, YOG, CoC, WC, WSC and OWG) the FIS Race Director is a member of the Competition Jury. The Race Director will follow all phases of the competition and ensure with the rest of the Jury that all technical, schedule and ICR matters are handled appropriately.

Refer to Race Director's Rule 2009 for detailed information.

At the World University Games (UVS) the FISU Technical Committee Chair, as approved by FIS as Race Director/Contest Director for UVS, has a voting right as a member of the Jury for all competitions

At Continental Cup level competitions (CoC), the Continental Cup Coordinator is a part of the key staff and part of the Competition Jury and Sanctioning Jury when requirements are met. The Continental Cup Coordinator will follow all phases of the competition and ensure with the rest of the Jury that all technical, schedule and ICR matters are handled appropriately. Refer to CoC Rule book for details.

**5303**

### **Technical Delegate (TD)**

Refer to Common section 2008 for detailed information.

**5304**

### **Chief of Competition**

The Chief of Competition is a member of the Organising Committee and a member of the Jury. Refer to Common section 2004.1 for further information.

In Snowboard Cross his/her additional duties and responsibilities are:

- Have a close relationship with the hosting resort
- Supervise Cross training and competition phases
- Oversees the location and exact placement of Section chiefs and Sections judges in collaboration with the TD/RD.
- Must ensure that all Section chiefs and/or Section judges are equipped with proper communication device (radio), that they are knowledgeable on the task that is required of them and that they are able to communicate efficiently via radio in the chosen competition language (English).
- Must attend all Cross Team Captains' meetings

**5305**

### **Referee**

The Referee and the Assistant Referee must work very closely with the TD.

For major events, the referee should be of another nationality than the TD and Chief of Competition.

The Referee will record the reports from the Chief of Section Gate Judges about infractions of the rules and gate faults at the end of each run or phase and at the end of the competition - checking, signing and posting referee minutes immediately after each run or phase on the official notice board. The referees' minutes shall include, a list with the names of the competitors disqualified, the section numbers where the faults occurred, the rule number leading to the disqualifications and the exact time the disqualifications were posted with the exact limit time for protests.

The Referee, when a member of the Jury (see 2007) will accept protests (qualification) and review requests (KO final) in the finish area and must report all protests/requests immediately to the other jury members. In some cases, the TD can choose to accept the protests in the finish area, cases in which the Referee will be positioned at the start or along the course. For major Snowboard Cross competitions, the Referee will be appointed by FIS.

In Snowboard Cross Events the Referee will be also responsible for:

- Drawing of the start numbers
- Inspection of the course immediately after it is set, alone or accompanied by members of the Jury and / or any invited parties.
- The course setter and all Jury members must be informed of such changes such as taking out or adding gates, if due to circumstances they were not present at the inspection.
- Receiving the reports of the start and finish referees and the competition officials about the infractions of the rules and the gate faults at the end of the first run, and again at the end of the competition.

## **5306            Advisors & Advisory Committee**

### **5306.1            The Technical Advisor**

To support the Jury, FIS can appoint technical advisors for all categories of competitions.

The technical advisor has the right to express his/her opinion within the Jury - without the right to vote.

### **5306.2            The Course Advisor**

To support the Jury, FIS can appoint course advisors for all categories of competitions.

The course advisor has the right to express his/her opinion within the Jury - without the right to vote.

### **5306.3            Connection Athletes**

Competitors' Advisory Committees can be appointed, consisting of:

- Two competitors' representatives (one woman and one man)

### **5306.4            The Connection Coach**

One coach shall be appointed as a Connection Coach at the Team Captains' Meeting.

The Jury will confirm the Connection Coach.

### **5306.5            Video Controller**

Refer to 5408 Video Control in event chapters.

## **5307            Chief of Course**

Refer to common section 2004.2.

The Chief of Course is responsible for the preparation of the courses in accordance with the directives and decisions of the Jury. He/she must be familiar with local snow conditions on the terrain concerned.

## **5308            The Course Designer**

Based upon the characteristics of the course and the Course Specifications the Course Designer shall develop a plan and work schedule for the development of the course.

## **5309 The Course Builder**

The Course Builder is responsible for the execution of the course build following the directions of the Course Designer and supervised by the Jury.

## **5310 Course Setter**

The Competition Jury is responsible for course setting

The course setting shall be performed by the assigned course setter together with the Chief of Course in consultation with the Jury.

### **5310.1 Appointment**

The Jury will appoint the course setter who is most suitable for the level of the competition.

For (WC, OWG, WSC, WJC) the appointment of course setters are made by FIS after examination of the venue by the Race Director. The course setter for assigned course setter will be the FIS Race Director together with the Jury and if utilized the Connection Coach(s).

## **5311 Competition Secretary**

Refer to General Rule 2004.4.

## **5312 Start and Finish Officials**

### **5312.1 The Start Referee**

The Start Referee must remain at the Start from the beginning of the official inspection time until the end of training and/or competition and is responsible for the organisation and supervision of the start and observance of all regulations i.e.

- Makes sure that the regulations for the start and the start organisation are properly observed.
- Determines late and false starts.
- Must be able to communicate immediately with the Jury at all times.
- Reports the names of all competitors who did not start, have made a false or late start and informs the Jury of all rule infringements.
- Ensures that reserve bibs are at the start.
- Reports to the Jury competitors whose equipment does not comply with the rules.
- Nominates sufficient Start Referee Assistants, depending on the size, nature and specifics of each competition, to operate start devices, to give start commands, to check colour bibs, to distribute bibs, to line up competitors at the Start, to control the crowd, to organise the start area and other related activities including manual timing.

In Snowboard Cross the Start Referee has the additional duty to supervise start device, to give start commands, to check color bibs, to distribute bibs, to line up competitors at the start, to control the crowd, to organise the start area and other related activities including manual timing.

### **5312.2 Start Referee Assistants**

Depending on the size of the competition an adequate number of assistants have to be nominated.

#### **5312.2.1 Starter**

The Starter is responsible for the warning signal and the start command. He/she assigns the supervision of the competitors to the Assistant Starter and checks that the competitors are wearing their bibs and helmets during Inspection, Training and Competition. The Starter must be in contact with the Jury.

#### 5312.2.2

##### *The Assistant Starter*

The Assistant Starter is responsible for calling the competitors to the start in their correct order.

#### 5312.2.3

##### *Other Start Assistants*

As many start assistants should be assigned in these roles as needed to ensure good competition flow.

- Crowd control: course access, start coral access
- Start device operations
- Bib distribution (number and color jersey)
- Hand Timekeeper
- Score Boards
- Organisation of the start area

#### 5312.3

##### **The Finish Referee**

The Finish Referee must remain at the Finish from the beginning of the official inspection time until the end of training and / or competition and is responsible for the organisation and supervision of the Finish ensuring that all regulations relating to it (including the landing area and out-run) are properly observed.

- Supervises the Finish Referee Assistants, the timing and the crowd control in the Finish area.
- Must be able to communicate immediately with the Jury at all times.
- Reports the names of all competitors who do not finish and informs the Jury of all rule infringements.
- Nominates sufficient Finish Referee Assistants, depending on the size, nature and specifics of each competition, to control the correctness of passage across the Finish line, the finish order of competitors, the landing of jumps in the course and other occurrences including assisting the Finish Referee with DNS, DNF, DSQ and other rulings.

In Snowboard Cross the Finish Referee has the additional duty to supervise the correct passage of the finish line, the finish order of competitors and other occurrences like DNS, DNF, DSQ and other rulings.

Others responsibilities of the Finish Referee: The Finish Referee will accept protests in the finish area. The Finish Referee must report all protests immediately to the other member of the Jury.

#### 5312.4

##### **The Finish Assistants**

Depending on the size of the competition an adequate number of assistants have to be nominated.

#### 5312.4.1

##### *The Finish Controller*

The Finish Controller has the following duties:

- Supervision of the section between the last gate and the finish.
  - Supervision of the proper crossing of the finish line.
  - Recording the order of finish for all competitors who complete the course.
- \* In WC and major events (OWG, etc.) the Finish Referee may cover these tasks.

#### 5312.4.2

#### *Other Finish Assistants*

As many finish assistants should be assigned in these roles as needed to ensure good competition flow. and to help determine the finish order of the competitors. The Finish Official assists the Jury with, DNS, DNF and DSQ rulings.

- Crowd control
- Finish line judge
- Bib collector
- Hand timekeeper
- Score boards
- organisation of the finish area
- Mixed Zone

### **5313**

## **Competition Staff**

#### **5313.1**

#### **Chief of Section Judges**

The Chief Section Judge organises and supervises the work of the Section. He/she designates the Section each will supervise and places them in position. At the end of each qualification phase or seeding phase and the end of the competition he/she will collect the Section Judges protocol for delivery to the referee. He/she must distribute, in good time, to each Section judge the material that they need (judges protocol, pencil, start list, maintenance tools, etc.) and be prepared to offer assistance either to help keep the spectators off the course or to help maintain the course, etc.

Depending on the level of the competition, The Chief of Competition or the TD can take on the role of Chief of Section Judges.

#### **5313.2**

#### **The Section Judge / Section Chief**

Section Judges are placed appropriately on the entire length of the course so as to provide for a full visual reference of all gates and features. A section judge will be responsible for the supervision of one or more gates and features which will determine a section of the course that will be numbered. A section judge must observe accurately whether the passage of the competitor was correct through his/her area of observation reporting in writing and/or immediately by radio any gate faults or breaches of the rules. He/she must also fulfil a number of other important functions, all of which are described in detail under article 5404 In Race Interference.

All Section Judges must be familiar with the rules governing a Snowboard Cross Competition and in particular those rules governing DSQ, RAL and DNF.

Depending on the level of the competition, the section chief can take on the role as both section chief and section judge.

#### **5313.3**

#### **Course Preparation and Maintenance**

##### **5313.3.1**

##### *Color Crew*

There must be a dedicated crew on skis that have the duty and purpose to work in close connection with the Jury, Chief of Course and shapers, by coloring with appropriate color pumps or similar all relevant parts of all features in order to open and execute each competition phase with appropriate course conditions.

Based upon the course, weather and snow conditions coloring techniques will vary as well as the number of color crew.

They are under the control of the Chief of Course and/or chief of competition.

- 5313.3.2 *Sideslip Crew*  
 There must be a dedicated sideslip crew on skis and/or snowboards that has the duty and purpose to work in close connection with the Jury, Chief of Course and shapers, in order to maintain all parts of all features and be able to open and execute each competition phase with appropriate course conditions.  
 Based upon the course, weather and snow conditions slide-slipping techniques will vary as well as the number of slide-slippers.  
 They are under the control of the Chief of Course and/or chief of competition.
- 5313.3.3 *Shapers*  
 There must be a dedicated crew that has the duty and purpose in close connection with the Jury, Chief of Course and Technical Advisor to build, shape and maintain all parts of all features of the courses in order to be able to open and execute each competition phase whilst ensuring appropriate course conditions.  
 The number of shapers shall be sufficient for the timely maintenance of all course features.  
 They are in tight connection with Chief of Course.
- 5313.3.4 *Course Maintenance Crew*  
 There must be a dedicated crew that has the duty and purpose in close connection with the Chief of course, section chiefs and shapers to help maintain all parts of all features of the courses like snow removal, gates replacement, safety equipment adjustments and/or replacements in order to be able to open and execute each competition phase whilst ensuring appropriate course conditions.  
 The number of course maintenance crew shall be sufficient for the timely maintenance of all course features. They are in tight connection with Chief of Course.  
 When number of crew members allows, the course maintenance crew shall be divided within the sections under the supervision of the Section Chief.
- 5313.5 Medical Team**  
 Refer to medical guidelines and general rule section 2004.5 & 2004.6 for further information.
- 5313.6 Forerunners**
- 5313.6.1 The organiser is obliged to provide at least three qualified forerunners. In extraordinary conditions, the Jury may increase or decrease the number of forerunners. The Jury may designate different forerunners for each run or phase.
- 5313.6.2 The forerunners must wear forerunner's start numbers (bibs) and all FIS required equipment.
- 5313.6.3 The nominated forerunners must command sufficient riding/skiing ability to cover the course in a racing fashion.
- 5313.6.4 Competitors suspended for disciplinary reasons cannot be named as forerunners.
- 5313.6.5 The Jury determines the forerunners and their start order. After an interruption of the competition additional forerunners may be authorised as needed.
- 5313.6.6 The times of the forerunners may not be published.
- 5313.6.7 Upon request, the forerunners shall report to members of the Jury regarding the snow conditions, the visibility and the course line.



## **5314 Data Service / Timing Crew**

### **5314.1 Chief of Results**

Refer to General Rule 2004.3.

The following officials are under his/her responsibilities:

- Chief Timekeeper
- Chief of Calculations

### **5314.2 Chief Timekeeper**

The Chief Timekeeper is responsible for the accuracy of the timing. The times must be made available to the Competition Secretary and the Chief of Results for immediate calculation and publication of results. They are also responsible for recording of data. The Chief Timekeeper may select assistants.

#### *5314.2.1 The Assistant Timekeeper*

Two Assistant hand Timekeepers operate stop watches according to 5201.2.5 Hand Timing. One Assistant hand Timekeeper maintains a complete record with the registered times of all competitors.

### **5314.3 Chief of Calculations**

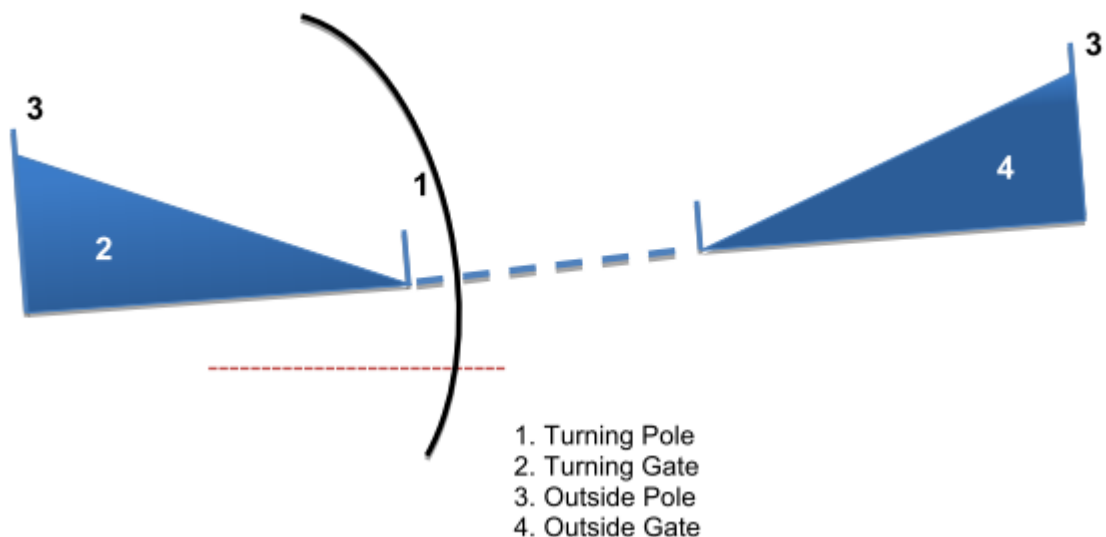
The Chief of Calculations is responsible for the timely and accurate production of results. The Chief of Calculations supervises the immediate posting (and 5206.2) and duplication of start lists, brackets, unofficial results and the publication of official results. The Chief of Calculations is supervised by the Chief of Results, works closely together with the Competition Secretary (2004.4) and the Jury. The Chief of Calculations may select assistants.

## **5400 Definition of a Snowboard Cross Heat / Run**

Each competitor starts from a special starting device and rides down an obstacle course, which is delimited with gates, till the finish line.

## **5401 Gate Passage**

5401.1 A gate has been passed correctly when the competitor has both feet fixed in the binding on the board and the entire board crosses the gate line outside the turning pole (Subby). Wherever two gates are set, the gate line is the imaginary shortest line between the two turning poles. Wherever a turning gate only is set, the gate line is the extension into the course of the line formed by the outside pole of the gate and the turning pole. (see drawing)



5401.2 In the event that a competitor removes a pole from its vertical position before the competitor's board and both feet have passed the gate line, the board and feet still must pass the original gate line (dye marking in the snow). In the event that a gate pole or stubby is missing the competitor is obligated to turn around the original placement mark to be considered as having passed the gate correctly.

### 5401.3 **Did Not Finish (DNF)**

All decisions concerning DNF will be the responsibility of the Jury.

DNF will be imposed for:

- A competitor, who did not pass a gate correctly (5401) receives a DNF and must no longer continue through further gates (5402) and is not allowed to climb back to pass the gate correctly
- Loss of Snowboard (5611.1)
- Riding out of the course boundaries, which includes not crossing the gate line or the finish gate
- Following a complete stop without an immediate action to continue down the course

## 5402 **Responsibility of a Competitor**

If a competitor misses a gate or doesn't pass it correctly (5401 Gate Passage), they must no longer continue through further gates.

## 5403 **Section Judging**

### 5403.1 **Judges Protocol**

Every section judge receives a section judges protocol sheet with the following information:

5403.1.1 Name of the section judge

5403.1.2 Number(s) of the section

5403.1.3 Designation of the run/heat (1<sup>st</sup> or 2<sup>nd</sup> /timed qualification run/heat qualification or Final)

**5403.2****Markings on the Judges protocol Sheet**

If a competitor does not pass a gate (or a gate dye mark) correctly according to 5401 Gate Passage, the section judge must mark the following immediately on the section Judges protocol sheet in the columns provided:

5403.2.1

The (bib) start number of the competitor.

5403.2.2

The letter F (Fault).

5403.2.3

A drawing of the fault committed (sketch map – absolutely required).

5403.2.4

The section judge must also watch that the competitor accepts no outside help (e.g. in the case of a fall). The slightest outside help will subject a competitor to being sanctioned. A fault of this nature must likewise be entered on the section Judges protocol sheet.

5403.2.5

If a re-run has been granted the section judge must report the information and competitor bib number on his/her protocol sheet.

**5403.3****Section Judging - General**

When an adjacent section judge, a member of the Jury or an official video controller makes a report concerning a competitor which differs from the notes of the section judge in question, the Jury will freely interpret these notes in view of a possible sanctioning of a competitor or of a decision concerning a protest.

The decision handed down by the section judge must be clear and nonpartisan. The section judge should hold to the principle, "give the benefit of the doubt to the competitor".

5403.3.1

The section judge must declare a fault only when he/she is convinced that a fault has been committed. In case of a protest, he/she must be able to explain clearly and definitively how the fault was committed.

5403.3.2

If the section judge is in doubt whether a fault has occurred, he/she can consult the adjacent section judge in order to confirm their notes. He/she can even request via a member of the Jury that the competition be briefly interrupted, so that the tracks on the course may be checked.

5403.3.3

The opinions of the public cannot be allowed to influence their judgment. Section gate judges must form their own opinion.

5403.3.4

Each section judge who has recorded a disqualifying / sanction fault or who has been witness to an incident leading to a provisional re-run must be available to the Jury until after the settlement of any protests.

5403.3.5

It is the responsibility of the Technical Delegate to dismiss a section judge who is waiting to be called by the Jury. It is recommended that for identification purposes section judges should be issued and wear bibs. The organiser may assemble them, if necessary, for final instructions in the presence of the Chief section Judge. If needed, the TD can participate in this session.

5403.3.6

The organiser should appoint a Chief Section Judge and supply a number of replacement section judges who could replace section judges during a competition should there appear to be any need for replacement.

5403.3.7

Immediate Announcement of Sanctions / Faults / IRM's

Particularly in heat formats and in Finals, the section judge should immediately signal a fault/IRM.

5403.3.7.1

The immediate indication of a fault/IRM can be made in the following way: Via radio communication devices provided by the organiser. The jury members must be on the same radio channel as the section judge to hear instantly any faults, disqualification or faults committed by the competitor.

5403.3.7.2 The immediate announcement does not relieve the section judge from recording all incidents on his/her section judge protocol sheet. In the qualification phase the section judge protocol sheet will be collected by the Chief of Sections Judges. In the heats phase the chief of section judges might not collect the protocol sheet but they must be available to the jury until the end of the competition for review, if required.

#### **5403.4 Supplemental Duties of the section Judge**

Section judges may complete these supplemental duties; Replace knocked out gate poles in their exact positions, replace torn or missing flags, maintain and repair his/her section of the course, keep his/her section clear.

5403.3.4.1 If competitors encounter interference during their run, they must stop immediately and report to the nearest section judge. The section judge must report immediately to the jury by radio and ask for further instructions from the jury. They must then report these instructions to the competitor in question. If a re-run is granted, the section judge must inform the competitor and send him/her back to the start. This rule is only valid for timed runs qualification phase. For competitor being interfered during the heats qualification or the final phase, the section judge must refer to the 5404 rule. If a complete heat (4 or 6 competitors) must be stopped because of force majeure, the Jury makes the final decision.

### **5404 In Race Interference**

**5404.1** Contact in Snowboard Cross is common. Every decision and every action in Snowboard Cross is so called “in race decision” and deliberate. This conscious racing can lead to interference.

The determination of interference by one competitor against other competitor(s) shall be made by the jury. Suspected interferences can be brought to the jury’s attention by acting jury members, section judges or review requested by a competitor in the finish area or the TD immediately following the heat. The jury can use recommendation from Section Judges and/or video evidence provided by coaches/staff, and/or “Video Review” from TV Production in the decision process. From provided evidence, the jury must determine if interference or adverse effect has occurred. Interference shall be determined based on the articles 5404.1.1 and 5404.1.2 of the ICR.

All jury decisions regarding Interference must be confirmed prior to the start of the next heat and cannot be protested.

#### **5404.1.1 *Interference categories***

interference is categorized as follows:

- Intentional
- Involuntary
- Incidental or accidental

Intentional interference can occur when a competitor purposefully creates contact that may directly affect the racing of another competitor.

Involuntary interference can occur when a competitor makes an “in-race” decision creating contact that directly affects the result of another competitor.

Accidental or Incidental interferences not deliberate and is determined by natural circumstances of Snowboard Cross, which can include effects of heat racing (side by side, traffic), terrain features, course setting, weather and snow conditions.

**5404.1.2**      *Interfering Actions (i.e. but not limited to:)*

- Action by Hand/Arm (pulling/pushing/blocking)
- Contact from the side or from behind
- Line deviation

The interfering competitor shall be sanctioned according to 5404.2.

**5404.1.3**      Re-runs shall not be granted solely as a result of a violation of Rule 5404 In Race Interference.

**5404.2**      **Sanctions issued for Interference**

**5404.2.1**      **Snowboard Cross**

**5404.2.1.1**      *Card System*

If the jury issues a penalty of interference with contact as determined by articles 5404.1.1 and/or 5404.1.2 during a phase executed by heats, a warning, a RAL (Ranked As Last) and a system of colored cards (Yellow Card and Red Card) shall be used to show the interfering competitor's degree of sanction. The degree of a sanction is decided by the jury and must be communicated to the competitor (or NSA representative) and the start referee prior to the beginning of the next heat or prior to the winner award.

**5404.2.1.2**      *The Sanction issued for the interference shall depend on whether:*

- the action was intentional or unintentional
- the interference was intentional/ involuntary or accidental/incidental interference
- the severeness of the consequences

**5404.2.1.3**      *Official Warning (WRG) Sanction*

Intentional action, involuntary interference, consequence not severe  
Unintentional action, accidental interference, consequence not severe

**5404.2.2.4**      *RAL Sanction*

Intentional action, intentional interference, consequence not severe  
Intentional action, involuntary interference, consequence not severe  
Unintentional action, accidental interference, consequence severe  
A competitor who receives a RAL sanction will be ranked as last in their heat and relegated to the last position of the respective round. They will be listed as RAL on the final results list.

**5404.2.1.5**      *Yellow Card (RAL) Sanction*

Intentional action, intentional interference, consequence not severe  
Intentional action, involuntary interference, consequence not severe  
Unintentional action, accidental interference, consequence severe

Depending on severeness of the infraction a RAL sanction can come with or without a Yellow Card sanction. The Yellow Card will remain with the competitor for the entire season in the same category of competition.

A competitor who receives a Yellow Card (RAL) sanction will be ranked as last in their heat and relegated to the last position of the respective round. They will be listed as "RAL" on the final results list. The Yellow Card will remain with the competitor for the entire season at the same category of competition.

- 5404.2.1.6**      *Red Card (DSQ) Sanction*  
Intentional action, intentional interference, consequence severe
- A competitor who receives a Red Card (DSQ) sanction will be disqualified from the current competition, listed as DSQ on the final result list, and will not be ranked. The Red Card (DSQ) shall result in the suspension of the competitor from the next competition (NPS) within one competition season of the same category of Event. The next competition in the same category on the FIS calendar has to be finished, published and validated with an official result.  
The Red Card will remain with the competitor for the entire season at the same category of competition.
- 5404.3**            **Penalties for Multiple Card Sanctions**
- 5404.3.1**            *Multiple Warning*  
If the competitor receives a 2nd warning (WRG) during the same competition, this will lead directly to a Yellow Card (RAL).
- 5404.3.2**            *Multiple Yellow Card (RAL) Sanctions*  
Two (2) Yellow Card (RAL) sanctions issued to a competitor during a competition season in the same category of events will result in an automatic suspension of that competitor (NPS) from the next competition in the same category.  
The next competition in the same category on the FIS calendar has to be finished, published and validated with an official result.
- 5404.3.3**            *Multiple Red Card (DSQ) Sanctions*  
Two (2) Red Card (DSQ) Sanctions issued to a competitor during a competition season in the same category of events, the jury is required to refer the competitor to the appeals commission pursuant to rule 225.2.
- 5404.3.4**            *Expiration of Sanctions*  
The Yellow/Red Card (RAL/DSQ) sanctions expire when the season of the certain category of an event ends. Sanctions (RAL/DSQ) given during OWG, WSC, WJC, YOG, only apply to that one event.
- 5404.3.5**            *Post Race Review and Sanction Adjustment*  
As soon as possible after the competition (within a maximum of 24 hours, or at the latest 1 hour before the next competition of the category) a panel will review the sanctions imposed. The panel will be the Jury for all competitions except the World Cup where the Jury will appoint the panel consisting of 5 members: TD, RD and 3 members of the Advisory Group not involved in the case (the Connection Coach can be a substitute for one of the AG members if required).  
As a result of this review the Jury may mitigate the sanction imposed, but the result of the competition/ranking remains unchanged.
- 5405**                **Immediate Announcement of Sanctions / Disqualifying Faults**
- 5405.1**                **Announcement of Rule 5404.1 Sanctions**  
All jury determined sanctions of rule 5404.2 must be made before the beginning of a next heat and shall be announced in the Finish area and communicated to the sanctioned competitor, or their NSA representative.  
The sanction will be posted on the official notice board at the Start and the Finish. All sanctions including a description must be recorded and reported by the FIS Technical Delegate in the TD report and forwarded to involved NSAs.  
The reason for the sanction can be:

- Action by Hand & Arm (pulling/pushing/blocking)
- Contact from the side or from behind
- Line deviation

5405.2 All violations of Rule 5404 In Race interference according to the “Card System” shall be announced in the Finish area and communicated to the competitor or their Team Captain as soon as possible and in any event prior to the commencement of the next heat. The sanctions will then be posted on the official notice board at the bottom and top of the course indicating the section of the course where the infraction occurred. All decisions must be recorded and reported by the FIS Technical Delegate in their TD Report.

### **5405.3 Requested Review**

All requested reviews, by a competitor or a team official must be reported to the Referee, Jury member or to a jury appointed person (which is announced at the Team Captains meeting) before the next heat begins. Review requests received after this time will not be accepted. A competitor does not need to stop their run and/or raise their hand if they think that they have been interfered with by another competitor in order to have the right to request a review.

## **5406 Determination of a Finish in Timed runs’ (Qualification)**

With electric timing, the time is taken when competitors cross the line between the finishing posts with any part of their bodies or equipment and so breaks the contact.

## **5407 Determination of a Rank in each Heat**

### **5407.1 Determination of the Rank at the Finish Line**

#### *5407.1.1 Snowboard Cross*

Ranking in each heat is determined by the first part of the body or the snowboard that crosses the Finish line.

### **5407.2 Breaking the Ties at the Finish Line**

#### *5407.2.1 Tie Breaking before the Small and the Big Final*

In a case where it is not possible to determine the ranking, then the ranking will be determined by the ranking in the qualification phase of the competitors. Then the competitor(s) with the better rank will win the tie break.

In the case of a holistic format the ranking will be determined by the heat seeding of the competitors. Then the competitor(s) with the better seeding rank will win the tie break.

#### *5407.2.2 Tie Breaking in the Small and Big Final*

In case of a tie in the small final or the big final, they will remain tied and will receive the same rank.

### **5407.3 Determination of the Rank in case of DNF, RAL & DNS**

#### *5407.3.1 Ranking of Competitors that Did Not Finish (DNF)*

In a case where more than one competitor receives a DNF (5401.3), the rankings in that heat will be based on the location where each competitor ceased making correct passage of the course. The competitor that has completed more gates correctly (5401 Gate Passage) further down the course will receive the better rank.

In a case where a did not finish (DNF) is ranked in the top 2 competitors (4 persons format) or top 3 competitors (6 persons format), the competitor(s) will advance to the next round.

**5407.3.2**      *Ranking of Competitors that are Ranked as Last (RAL)*

The competitor will be automatically ranked as last (RAL) in their heat ranked at the end of the respective round (32 – 1/8th final; 16- 1/4th final)

A competitor who is ranked as last will not advance to the next round and is not permitted to start in any further heat in the competition.

**5407.3.3**      *Ranking of Competitors that Did Not Start (DNS)*

Competitors that did not start (DNS) will not be ranked in that heat and will not advance to the next round.

**5407.3.4**      *Tie breaking in case of DNF, RAL, DNS*

In case of a tie, it will be broken by the ranking in the qualification phase of the competitors. The competitor(s) with the better rank will win the tie.

In case of a holistic format the ranking will be determined by the heat seeding of the competitors. The competitor(s) with the better seeding rank will win the tie.

## **5408      Video Control**

When the organiser has the technical installation for an official video control, the Jury will appoint an official Video Controller. The duties of the Video Controller are to observe the competitors' passage on the course and all incidents of "Inrace Interference" and shall report all incidents to the Jury with recommendation for final decisions about disqualifications / sanctions.

In upper-level FIS competitions (OWG, WSC, WC, YOG and WJC) there will be the use of video judging/control for Cross competitions.

At major events (OWG, WSC, WC, WJC and YOG) a minimum of two screens in adequate size and resolution quality must be available in the video control location, as well as in the Data & Timing room. Here the live Feeds from the TV production as well as slow-motion images from all camera angles covering the race course need to be provided (refer also to TV Broadcasting Manual). Ideally the Video controller has a separate device available for reviewing. Additional referee monitors are required, one at the start and one at the finish.

## **5500      Formats**

**5500.1      Competition Procedures**

All competitions will generally consist of a qualification phase and a Knockout final. The Jury may decide to use other formats due to the number of participants, weather or snow conditions or competition program. If just KO heats are executed (including qualification heat rounds) it is called Holistic KO Format.

A summary of all formats is described in 5608.1.

## **5501      Qualification Phase**

Qualification can be held as Time qualification, timed Seeding run(s), Qualification Heat Round, 3 heats Qualification or Round Robin.

**5501.1      Timed Qualification**

Timed runs are used to qualify competitors into the KO Final pairings.

They can be held in qualification or seeding format.

In qualification format a valid time is required to qualify for the finals or be ranked in case of not being qualified.

In seeding format DNF and DNS may qualify for the finals too (see 5501.1.5)



The seeding format can only be used, if the number of competitors in the seeding list is not higher than the number of available spots in the selected KO bracket.

**5501.1.1**      *Single Run Qualification*

All competitors will have one timed run.  
All finished competitors will be ranked by their time.

**5501.1.2**      *Two Runs Qualification*

All competitors will have two timed runs, – the best run out of two determines the qualification result.

The start list for the second run will be the same as in the first run except for the first seed competitors, who will start in the reverse order of the start list of the first run.

Competitors who did not finish (DNF) or did not start (DNS) in qualification run one can participate in qualification run two.

**5501.1.3**      *Two Runs Qualification with Cut Down System*

- Competitors who are ranked in the top 62.5% of the final field after first run, will directly qualify to the Final phase according to their time in the first run.

Final Field (4-person format)	Qualified after Run 1
16	10
32	20
64	40
Final Field (6-person format)	Qualified after Run 1
24	15
48	30

- The competitors who are not qualified after the first run will participate in the second run and the start list of the second run will be the same as for the first run less the already qualified competitors.
- Competitors who did not finish (DNF) or did not start (DNS) in qualification run one can participate in qualification run two.
- Only the result of the second qualification run counts for the competitors not qualified after the first run.

**5501.1.4**      *Jam Session*

All competitors have unlimited runs in a fixed time period - the best time out of these timed runs determines the qualification ranking.

Start order: Seeding in each system, depending on number of starters.

Maximum 64 competitors per heat.

**5501.1.5**      *Seeding Run Format*

All timed qualifications (see 5501.1.1 - 5501.1.4) can be executed in the seeding run format.

All competitors are qualified to the Knock Out Finals. Competitors who Did Not Start (DNS) or Did Not Finish (DNF) will be seeded into the Finals brackets. Disqualified (DSQ) competitors will not advance to finals and will not be ranked.

DNF will be ranked after the lowest ranked competitor that completed the whole course.

In a case where more than one competitor does not complete the course, the rankings will be based on the location where each competitor ceased making correct passage of the course. The competitor that has completed more gates correctly (5401 Gate Passage) further down the course will receive the better rank.

If they are tied, the competitors will be ranked according to their seeding descending order (worse seeding position wins the tie break).

DNS will be ranked after the lowest ranked competitor, that Did Not Finish (DNF). In a case where more than one competitor did not start, the competitors will be ranked according to their seeding descending order (worse seeding position wins the tie break).

**5501.1.6**      *Tie Breaking*

**5501.1.6.1**      Single run qualification, seeding run or first run of cut down system  
If two or more competitors have the same time, then the competitor who started later will win the tie and be ranked better.  
If the cut down system is used all competitors tied on the last position of the qualified field after the first run are directly qualified for the Finals. The starter field for the second qualification run will be reduced accordingly.

**5501.1.6.2**      Two Runs qualification  
If two or more competitors have the same best time (tied), the competitors will be ranked by their total time ascending.  
In case of an IRM in a run, a DNF counts less than a time, a DNS counts less than a DNF.  
If they are still tied, then the competitor who started later will win the tie and be ranked better.

**5501.1.6.3**      Second run of cut down system  
If two or more competitors are tied after the second run, the competitor with the better time in the first run will be ranked better. If still tied the competitor that started later will be ranked better.  
In case of an IRM in the first run, a DNF is ranked below all those that have a time, DNS is ranked behind DNF.

**5501.1.6.4**      Jam Session  
If two or more competitors have the same best time, the competitors will be ranked by their total time of their best two qualification times ascending.  
In case of an IRM in one of those two runs, a DNF is ranked below all those that have a time, DNS is ranked behind DNF.  
If they are still tied, then the competitor who started later will win the tie and be ranked better.

**5501.2**      **Qualification Heat Round (Holistic Format only)**

If the number of competitors KO Format exceed the number of competitors fitting in the Final bracket, a Qualification Heat Round can be executed as long as the number of Qualification Heats is lower than the number of additional heats needed for the next higher bracket.

## 5501.2.1

*Number of Competitors to use Qualification Heat(s)*

The following table indicates what kind of heats should be used:

<b>Used Bracket</b>	<b>Number of present competitors</b>
4 competitors	1-4
QHR	5-6
8 competitors	7-8
QHR	9-11
16 competitors	12-16
QHR	17-23
32 competitors	24-32
QHR	33-47
64 competitors	48-64
QHR	65-95
128 competitors	96-128
QHR	128-191

## 5501.2.2

*Execution of the Qualification Heat Round (QHR)*

From the seeding list, the number of exceeding competitors of the final bracket used (X) plus the number of competitors that have to be taken out of the final bracket according to the seeding list = (Y). X + Y will compete in the qualification Heat(s) round.

If the number of competitors (X) is an even number, (Y) is the same as (X) or else (Y) is the next higher even number.

## 5501.2.3

*Number of Qualification Heat(s)*

The number of Qualification Heats to be executed is K.

## 5501.2.4

*Determination of the Qualification Heat Round composition*

The competitors (X+Y) are filled into the qualification heats round with the following assignment:

The first half of (Y) is sorted on the red bib position beginning with heat 1.

The second half of (Y) is sorted on the green bib position beginning with the highest heat number.

Then the first half of (X) is sorted on the blue bib position beginning with heat 1.

The second half of (X) is sorted on the yellow bib position, beginning with the highest heat number.

## 5501.2.5

*Reallocating the competitors in the KO Final Bracket*

The best two ranked competitors of each heat will be filled into a Reallocation List (RL). They are sorted by the original competitors seeding list position ascending order.

The competitors in the RL will be allocated into the KO final bracket to the corresponding reallocation list order. The bracket positions of the Y in ascending order

are the reallocation list position ascending order. (The bracket position of the best Y is assigned order to the reallocation list order 1, etc.).

#### 5501.2.5.1 *IRM in Qualification Heats Round*

Normal Heat rules are valid for the QHR regarding IRMs. Therefore it can happen, that less than 2 competitors will get a rank in a Qualification heat (example: Qualification heat with 3 competitors, 1 is ranked, 2 RAL or 2 DNS then just the one ranked is filled into the RL)

In case, that less competitors are present in the RL than available spots in the KO bracket, the 3<sup>rd</sup> ranked competitors in their Qualification heats will be used.

Therefore they will be sorted according to their seeding list position in ascending order and the needed amount of competitors will be filled into the RL before the RL is resorted according to the seeding list position.

### 5501.3 **3 Heats Qualification**

Qualification by three (3) heats: All competitors participate in three (3) rounds of qualification heats with four (4) competitors. Depending on the field size there will be one (1) to three (3) heats with three (3) competitors.

Each competitor wins points for each qualification round depending on his/her rank in the heat. The Points per rank are different for heats with 4 than heats with 3 or 2 competitors.

heat of 4: 1st: 10 points; 2nd: 5.6 points; 3rd: 3 points; 4th: 1.4 points

heat of 3: 1st: 8.9 points; 2nd 5.1 points; 3rd: 1.4 point

heat of 2: (only in case of a DNS) 1st: 6.5 points; 2nd 1.9 points

DNF: 1 point

DNS: -1.5 points

RAL: -1.5 points

The qualification rank is based on the higher sum of points out of the 3 qualification heats.

#### 5501.3.1 *Number of Heats per Qualification Round*

The number of heats is determined by the total participants per gender and age category, divided by 4 (four) with the decimals rounded up.

Example for 38 competitors: eight (8) heats with four (4) competitors and two (2) heats with three (3) competitors per qualification round.

#### 5501.3.2 *Heat allocation for 3 Heats Qualification*

The 1<sup>st</sup> round the qualification heats are filled according the seeding list. All competitors that are allocated to a red or a blue jersey heat positions are sorted in order of the seeding list, the green and yellow jerseys heat positions are sorted in reverse order of the seeding list.

Example for 3 heats: red pos. 1 heat 1, pos. 2 heat 2, pos. 3 heat 3; green pos. 6 heat 1, pos. 5 heat 2, pos. 4 heat 3.

For the 2<sup>nd</sup> and 3<sup>rd</sup> qualification heat round the qualification heats will be filled according a draw procedure as described in 5604.3.2.1. The draw for the 2<sup>nd</sup> round should exclude pairings from the 1<sup>st</sup> round and the 3<sup>rd</sup> round should exclude pairings from the 2<sup>nd</sup> and 3<sup>rd</sup> round. Competitors should be filled into incomplete heats fairly.

After reviewing the draw result, the Jury may decide to redraw the seeding if there are competitors who compete three times against each other, a competitor is seeded three times into an incomplete heat by 3, or when the heats seem to have

a very unbalanced heat weight. After the jury approval the draw result cannot be protested.

### **5501.3.3** *Ties in 3 Heats Qualification*

#### **5501.3.3.1** Heat Level Value (HLV)

Each competitor has a heat level value (HLV). The HLV is calculated by the sum of the seeding list ranks from the started adversaries in each qualification heat.

Example:

1<sup>st</sup> Heat of competitor with the seeding list rank 7 contains of seeding list ranks:

1, 7, 13, 19 => partial HLV for this heat is  $1+13+19 = 33$

2<sup>nd</sup> Heat of competitor 7 contains of: 2, 7, 14, 24 => partial HLV for this heat is 40

3<sup>rd</sup> Heat if competitor 7 contains of: 3, 7, 15, 20 => partial HLV for this heat is 38

Final sum (HLV) of the three partial HLV is  $33 + 40 + 38 = 111$

#### **5501.3.3.2** Ties for competitors who are qualified for the finals

The competitor who has the lower HLV will be ranked before the competitor(s) with a higher sum.

If they are still tied, the competitors will be ranked according to the seeding position in descending order. (worse seeding position wins the tie break).

#### **5501.3.3.3** Ties for competitors who are not qualified to the final heats, will receive the same rank. The competitor with the higher bib number will be listed first.

### **5501.3.4** *Maximum Competition Runs*

The competition format has to be chosen so that there is maximum six (6) competitive runs in a day for one competitor. This includes qualification and final heats, in case the qualification and the final heats are held on the same day. If the competition format produces more than six (6) runs for the Finalists, the qualification has to be held on a separate day than the finals.

### **5501.3.5** *Qualification Heats in Age Categories at Events without FIS-Point*

(as described in rule 201.1. & 201.2)

Small categories with less than six (6) competitors have to be joined with a category of the lower or higher age group. This is relevant for the qualification heats. The final heats can be split again into the age categories, as long as there are at least three (3) competitors for a proper final in each gender/age category.

## **5502** **Finals**

### **5502.1** **KO Final Phase**

The top 2 competitors (4 competitors per heat) or top 3 competitors (6 competitors per heat) advance from phase to phase as determined by their rank in each heat.

#### **5502.1.1** *4 Person Format*

Finals are based on 128, 64, 32, 16, 8 or 4 competitor brackets with 4 competitors per heat

#### **5502.1.2** *6 Person Format.*

Finals are based on 96, 48, 24, 12 or 6 competitor brackets with 6 competitors per heat

#### **5502.1.3** *Snowboard Cross Finals Brackets / Pairings*

Pairings for the Finals will be according to the following for the Knockout (KO) Format and Group Heat Format (RR):

In Holistic KO Format the order per heat of the Green, Blue, Yellow, White and Black Jerseys can be different due to the draw or selection:

5502.1.3.1

*KO Bracket for 1 Heat / 4 competitors, 4 per Heat*

Heat #	Red Jersey 1st position	Green Jersey 2nd position	Blue Jersey 3rd position	Yellow Jersey 4th position
1	1	2	3	4

5502.1.3.2

*KO Bracket for 1 Heat / 6 competitors, 6 per Heat*

Heat #	Red Jersey 1st pos.	Green Jersey 2nd pos.	Blue Jersey 3rd pos.	Yellow Jersey 4th pos.	White Jersey 5th pos.	Black Jersey 6th pos.
1	1	2	3	4	5	6

5502.1.3.3

*KO and RR Bracket for 2 Heats / 8 competitors, 4 per Heat*

Heat #	Red Jersey 1st position	Green Jersey 2nd position	Blue Jersey 3rd position	Yellow Jersey 4th position
1	1	4	5	8
2	2	3	6	7

5502.1.3.4

*KO Bracket for 2 Heats / 12 competitors, 6 per Heat*

Heat #	Red Jersey 1st pos.	Green Jersey 2nd pos.	Blue Jersey 3rd pos.	Yellow Jersey 4th pos.	White Jersey 5th pos.	Black Jersey 6th pos.
1	1	4	5	8	9	12
2	2	3	6	7	10	11

5502.1.3.5

*KO Bracket for 4 Heats / 16 competitors, 4 per Heat*

Heat #	Red Bib 1st position	Green Bib 2nd position	Blue Bib 3rd position	Yellow Bib 4th position
1	1	8	9	16
2	4	5	12	13
3	3	6	11	14
4	2	7	10	15

## 5502.1.3.6

*KO Bracket for 4 Heats / 24 competitors, 6 per Heat*

Heat #	Red Bib 1st pos.	Green Bib 2nd pos.	Blue Bib 3rd pos.	Yellow Bib 4th pos.	White Bib 5th pos.	Black Bib 6th pos.
1	1	8	9	16	17	24
2	4	5	12	13	20	21
3	3	6	11	14	19	22
4	2	7	10	15	18	23

## 5502.1.3.7

*KO Bracket for 8 Heats / 32 competitors, 4 per Heat*

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

## 5502.1.3.8

*KO Bracket for 8 Heats / 48 competitors, 6 per Heat*

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

Heat #	Red Jersey 1 <sup>st</sup> position	Green Jersey 2 <sup>nd</sup> position	Blue Jersey 3 <sup>rd</sup> position	Yellow Jersey 4 <sup>th</sup> position
1	1	32	33	64
2	16	17	48	49
3	9	24	41	56
4	8	25	40	57
5	5	28	37	60
6	12	21	44	53
7	13	20	45	52
8	4	29	36	61
9	3	30	35	62
10	14	19	46	51
11	11	22	43	54
12	6	27	38	59
13	7	26	39	58
14	10	23	42	55
15	15	18	47	50
16	2	31	34	63



Heat #	Red Bib 1st Pos.	Green Bib 2nd Pos.	Blue Bib 3rd Pos.	Yellow Bib 4th Pos.	White Bib 5th Pos.	Black Bib 6th Pos.
1	1	32	33	64	65	96
2	16	17	48	49	80	81
3	9	24	41	56	73	88
4	8	25	40	57	72	89
5	5	28	37	60	69	92
6	12	21	44	53	76	85
7	13	20	45	52	77	84
8	4	29	36	61	68	93
9	3	30	35	62	67	94
10	14	19	46	51	78	83
11	11	22	43	54	75	86
12	6	27	38	59	70	91
13	7	26	39	58	71	90
14	10	23	42	55	74	87
15	15	18	47	50	79	82
16	2	31	34	63	66	95

Heat #	Red Jersey 1st Position	Green Jersey 2nd Position	Blue Jersey 3rd Position	Yellow Jersey 4th Position
1	1	64	65	128
2	32	33	96	97
3	17	48	81	112
4	16	49	80	113
5	9	56	73	120
6	24	41	88	105
7	25	40	89	104
8	8	57	72	121
9	5	60	69	124
10	28	37	92	101
11	21	44	85	108
12	12	53	76	117
13	13	52	77	116
14	20	45	84	109
15	29	36	93	100
16	4	61	68	125
17	3	62	67	126
18	30	35	94	99
19	19	46	83	110
20	14	51	78	115
21	11	54	75	118
22	22	43	86	107
23	27	38	91	102
24	6	59	70	123
25	7	58	71	122
26	26	39	90	103
27	23	42	87	106
28	10	55	74	119
29	15	50	79	114

30	18	47	82	111
31	31	34	95	98
32	2	63	66	127

#### 5502.1.4

##### *Heat Pairings with Qualification*

All qualified competitors will be filled into the KO bracket according to their ranking in the qualification as shown under 5502.1.3 Qualification Phase.

The heat compilation can also be determined by a Heat Selection (see 5604.3.3).

#### 5502.1.5

##### *Placing Heats*

If the Holistic KO format or qualification heat rounds leading to the Holistic KO format is used, it is possible to proceed in the KO finals with placing heats with the competitors who do not advance in their heats to ride out their rankings. They will be grouped into a new heat bracket. The ones who placed 3rd in their heat will compete against each other and the ones who placed 4th correspondingly.

Competitors who placed 3<sup>rd</sup> or 4th in 1/16 Finals will compete for a placing in the Quarter Finals and the Finals (or small Finals) for the places 33-64.

The competitors who finished 3rd or 4th in 1/8 Finals will conduct a placing in the Semi Finals and the Finals (or small Finals) for the places 17-32.

Competitors who placed 3rd or 4th in the 1/4 Finals will compete for a placing in the Semi Finals and Finals (or small Finals) for the places 9-16.

If there are more than 64 competitors, the placing heat rounds are limited to a maximum of one additional round and after those heats the competitors will be tied at their respective positions.

### 5502.3

#### **Round Robin**

#### 5502.3.1

##### *Group Heat Format (Round Robin):*

There will be up to 16 or up to 32 competitors seeded into the group heat, based upon the qualification as shown under 5502.3.1.1 Single Panel or 5502.3.1.2 Double Panel. There will be five (5) rounds per panel, where every competitor will compete in each heat, against every other competitor.

#### 5502.3.1.1

##### *Single Panel:*

There will be up to 16 competitors seeded into the Group Heats, based upon the qualification or seeding as shown under 5502.3.1.1.1 Finals Pairings / Brackets. There will be five (5) rounds, where every competitor will compete in each heat, against every other competitor.

If there are 17 to 19 competitors entered, a pre-heat can be organised with the competitors listed 16th and above on the FIS Seeding List and one will proceed to the Group Heats phase.

5502.3.1.1.1

*Round Robin Group Heat Seeding Table*

Pairings for the Intermediate phase will be according to the following for the Group Heat Format:

		Bib Assignment per Group Heat			
Group	Heat	Red	Green	Blue	Yellow
1	1	1	2	3	4
	2	5	6	7	8
	3	9	10	11	12
	4	13	14	15	16
2	5	1	5	9	13
	6	2	6	10	14
	7	3	7	11	15
	8	4	8	12	16
3	9	1	6	11	16
	10	2	5	12	15
	11	3	8	9	14
	12	4	7	10	13
4	13	1	7	12	14
	14	2	8	11	13
	15	3	5	10	16
	16	4	6	9	15
5	17	1	8	10	15
	18	2	7	9	16
	19	3	6	12	13
	20	4	5	11	14

5502.3.1.2

*Double Panel:*

There will be from 20 to 32 competitors seeded into the Group Heats with two panels, based upon the qualification or seeding as shown under 5502.3.1.2.1 Finals Pairings / Brackets. There will be five (5) rounds, where every competitor will compete in each heat, against every other competitor of their panel.

## 5502.3.1.2.1

## Round Robin Double Panel Group Heat Seeding Table

Pairings for the Intermediate phase will be according to the following for the Group Heat Format:

Panel 1		Bib Assignment per Group Heat			
Group	Heat	Red	Green	Blue	Yellow
1	1	1	4	5	8
	2	9	12	13	16
	3	17	20	21	24
	4	25	28	29	32
2	5	1	9	17	25
	6	4	12	20	28
	7	5	13	21	29
	8	8	16	24	32
3	9	1	12	21	32
	10	4	9	24	29
	11	5	16	17	28
	12	8	13	20	25
4	13	1	13	24	28
	14	4	16	21	25
	15	5	9	20	32
	16	8	12	17	29
5	17	1	16	20	29
	18	4	13	17	32
	19	5	12	24	25
	20	8	9	21	28

Panel 2		Bib Assignment per Group Heat			
Group	Heat	Red	Green	Blue	Yellow
6	1	2	3	6	7
	2	10	11	14	15
	3	18	19	22	23
	4	26	27	30	31
7	5	2	10	18	26
	6	3	11	19	27
	7	6	14	22	30
	8	7	15	23	31
8	9	2	11	22	31
	10	3	10	23	30
	11	6	15	18	27
	12	7	14	19	26
9	13	2	14	23	27
	14	3	15	22	26
	15	6	10	19	31
	16	7	11	18	30
10	17	2	15	19	30
	18	3	14	18	31
	19	6	11	23	26
	20	7	10	22	27

- 5502.3.2 *Tie Break Rules in Group Heats (Round Robin)*  
In case of a tie in a heat, all tied competitors will receive the same number of points.
- 5502.3.3 *Tie Break Rules after Group Heats (Round Robin) for qualifying places*  
In case of a tie between two (2) competitors, the competitor who had higher rank in their common heat will be ranked first. If they have been tied in that common heat, the competitor with the better qualification or seeding rank will advance. In case of a tie between three (3) or more competitors, the tie will be broken based upon their qualification or seeding rank (the competitor(s) with the better qualification rank will win the tie break.
- 5502.3.4 *Ranking of the Round Robin Group Heats*  
Competitors will be ranked according to their points sum from the RR phase.
- 5502.3.5 *Table of Points based upon Rank in each Heat*  

Rank	Points
1st	= 4
2nd	= 3
3rd	= 2
4th	= 1
DNS	= 0
RAL	= 0

Did Not Finish (DNF) is considered as a result and competitors will be ranked (if multiple competitors, rankings will be based on the competitor who made it further down the course) as per 5702.6 Final Ranking for DNF.
- 5502.3.6 *Round Robin Group Heat Intermediate Ranking*  
After heat twenty (20; round 5), there will be an intermediate ranking from the 1st to 16th place per panel according to the total points each competitor has scored during the heat phase. If the competition cannot be completed after the RR phase, the intermediate ranking can be used as the final results. At a double panel the competitors will be ranked according to the position they have received in their panels. Both results will be merged in the final result list. There will be no tie breaking for the first 8 ranks. (Both 1st places will receive the 1st rank. 2nd places will receive the 3rd rank...) The position from the 9<sup>th</sup> ranked competitors onwards will be decided by the seeding or qualification rank between them.
- 5502.3.7 *Invalid Results Marks (IRM) during the Round Robin Group Heats Phase.*
- 5502.3.7.1 In case competitors are disqualified DSQ the competitor(s) will not advance to the next group heat, semifinals or finals will lose all points and will not be ranked.
- 5502.3.7.2. In case competitors are Ranked as Last (RAL), Did Not Finish (DNF) or Did Not Start (DNS) in Group Heat Phase they can still participate in the next rounds.
- 5502.3.9 *Semifinals*
- 5502.3.9.1 *Single Panel*  
The eight (8) top-scoring competitors from the KO format will qualify for the semifinals. They will be seeded according the Round Robin Result Ranks  
5502.1.3.3 KO and RR Bracket for 2 heats / 8 competitors, 4 per Heat. Ties are broken according 5502.3.3Tie Break Rules after Group Heats (Round Robin).
- 5502.3.9.2 *Double Panel*  
The four (4) top-scoring competitors from the RR format per panel will qualify for the semifinals. They will be seeded into the bracket according to the Round Robin Result Ranks.

5502.1.3.3 KO and RR Bracket for 2 heats / 8 competitors, 4 per Heat. Ties are broken according 5502.3.3\_ Tie Break Rules after Group Heats (Round Robin).  
SF 1: 1st place panel 1 (red), 2nd place panel 2 (green), 3rd place panel 2 (blue), 4th place panel 1 (yellow)  
SF 2: 1st place panel 2 (red), 2nd place panel 1 (green), 3rd place panel 1 (blue), 4th place panel 2 (yellow).

- 5502.3.10 *Finals*  
Small Final: 3rd place semifinal 1 (red), 3rd place semifinal 2 (green), 4th place semifinal 1 (blue), 4th place semifinal 2 (yellow)  
Big Final: 1st place semifinal 1 (red), 1st place semifinal 2 (green), 2nd place semifinal 1 (blue), 2nd place semifinal 2 (yellow)
- 5502.3.10.1 *Force Majeure*  
If the competition cannot be completed, the Jury can decide to skip the semifinals and the Small Final, with the first two competitors of each panel qualifying direct for the Big Final.
- 5502.3.11 *Tie Break Rules in the Final phases: (Round Robin)*  
In case of a tie in the semifinals, the competitors will be ranked according to the Group Heats ranking.  
In case of a tie in the Big Final or in the Small Final, they will remain tied.

## **5600 Phases & Procedures**

### **5601 Entry**

The procedure and timelines of the entry system are described in the general FIS rule section Refer to 215.

#### **5601.1 Age Limits**

In all FIS competitions age limits are applied in order to be able to participate at the various levels of events.  
Refer to general section 2013.

#### **5601.2 Quota**

In all FIS competitions quota restrictions are applied based upon the type and level of event.  
Refer to the quota sheets of the various levels and types of competition.

### **5602 TC Meeting**

Refer to 2033.1 & 216.

### **5603 Announcement of the Format**

The used Qualification Format, Final Format and used Bracket size must be announced at the draw meeting.  
The used formats are selected by the jury and may vary from the format published in the invitation.

### **5604 Draw / Start List**

Refer to 217, 2018, 2019 and 2020  
Sanctions may be given to a Nation whose competitors start in the wrong start order.



## **5604.1 Seeding List**

- 5604.1.1 The most current FIS points list, valid on the date of the draw meeting, must be used for the seeding of competitors. If competitors do not appear in the last valid FIS points list, they shall be assigned to that group of competitors without points.
- 5604.1.2 The present competitors will be sorted according to their rank on the current FIS points list in ascending order.
- 5604.1.3 At Continental Cup the competitors will be sorted into rank order of the respective Continental Cup Standing List or Event FIS Points List whichever rank is better. On the first Continental Cup competition of the season the Continental Cup Final Ranking from previous season will be taken into consideration. If the competitors are tied, the better rank in the Cup Standing List will decide their position. If they are still tied the better rank in the FIS Points List will decide their position. If they are still tied their position will be decided by a draw.
- 5604.1.4 At the Olympic Winter Games specific rules will apply.
- 5604.1.5 At Major Events  
At World Cup, World Championships and Olympic Winter Games the competitors will be sorted to rank order of the World Cup Starting List (WCSL) until place 32 of the seeding list. From place 33 onwards the athletes will be sorted in descending order of their FIS points.  
If the competitors are tied, the better rank in the category, in the FIS points list or World Cup Starting List (WCSL) will decide their position. If they are still tied after using the second category their position will be decided by a draw.

## **5604.3 Draw**

- 5604.3.1 *Timed Qualification Start List*  
The first group is defined by the top 8 (finals of 16) or 16 (finals of 32 or more) competitors of the seeding list in relation to the defined Finals field size and they will be randomly drawn. The remaining competitors will be sorted according to the seeding list ascending in order.  
  
Bibs are assigned according to the result of the draw and the seeding.
- 5604.3.1.1 Starting Order in Extraordinary Conditions "Snow seed"  
In extraordinary weather conditions, the Jury may change the starting order for the qualification. A group of at least six competitors, nominated in advance, starts before start number one. These six competitors are randomly drawn from among the last 20% of the start list. They will start in reverse order of their start numbers.  
  
If the last 20% of the start list is less than 6 competitors, the last 6 competitors of the seeding list will be selected.
- 5604.3.2 *The Draw for the Holistic Heat Format and 3 Qualification Heats*  
  
All competitors will receive a bib according to the seeding list ascending and will be divided into groups as for 5502.1.3 Snowboard Cross Finals Brackets /Pairings:  
Group 1: Red Jersey  
Group 2: Green Jersey  
Group 3: Blue Jersey  
Group 4: Yellow Jersey  
Group 5: White Jersey  
Group 6: Black Jersey

In the case a qualification heat round (5501.2) is conducted the procedures to fill the final brackets/pairings will determinate the places where the qualified competitors, after the qualification heat round, will be entered into the brackets. In this case the procedure adopted will determinate the heat for the reallocation list order in the bracket (5501.2.5).

- 5604.3.2.1      **Random draw Procedure**  
The group 1 (Red Jersey) will be filled into the bracket according to their seeding position.  
The remaining competitors will be randomly drawn amongst the respective group into the bracket. The draw only affects the composition of the heat. The bib of the competitor remains according to the seeding list. In case the final bracket is not fully filled, the best competitors should compete in heats with less competitors. (refer to rule 5604.3.3.1).
- 5604.3.2.2      **Direct Seeding Procedure**  
Competitors are filled into the bracket according to the seeding list position without any draw as shown in 5502.1.3.
- 5604.3.2.3      **Selecting Procedure**  
Competitors are filled into the bracket using a heat selection as for 5604.3.3.
- 5604.3.3          ***Heat Selection***  
In case of a Heat Selection, the qualified competitors will not be filled into the brackets according to their ranking in the qualification. They will be divided in groups, so called "Pools". The pools are based on the Jersey Colour Assignment for the final. The lowest bib of pool 1 (red jerseys) will select one competitor from pool 2 (green jerseys), one competitor from pool 3 (blue jerseys), one competitor from pool 4 (yellow jerseys) in 4 competitors per heat format and additionally one competitor from pool 5 (white jerseys) and one competitor from pool 6 (black jerseys) in 6 competitors per heat format. After the lowest bib has selected his/her heat, the next lowest bib from pool 1 advances with the heat selection until all heats are selected.
- 5604.3.3.1      **Incomplete Heats**  
In case that the number of competitors qualified for the final is lower than the number of spots available for the final, competitors with the top final bibs do not need to select a competitor from pool 4 in 4 competitors per heat format or from pool 6 in 6 competitors per heat format (example: in a bracket for 32 competitors, with 28 competitors available during the draw, the pool 1 bibs 1, 2, 3 and 4 will have to select one competitor of the green pool, one competitor of the blue pool and no competitor of the yellow pool).
- 5604.3.3.2      **Personal participation at the Heat Selection**  
If a selecting competitor is not present at the Heat Selection, the competitor loses the right to select their heat. After all other heats are selected by the present competitors, the remaining competitors from the pools will be assigned to this heat. If more than one competitor is not present at the Heat Selection, the remaining competitors of the pools will be assigned by bibs. The lowest remaining bib of the red pool will get the highest remaining bib of the green pool, followed by the blue pool, followed by the yellow pool. In the case of a 6 competitors per heat format, the highest remaining bib of the white pool followed by the black pool.

## **5605              Course Setting**

The setting of the gates must be done before the official inspection and training and should incorporate the skillful use of the terrain with the integration of terrain features and jumps into the setting. Minor adjustments in the setting may be

necessary during the training to adjust the course for a smooth competition line. Any changes made during training should be announced in the start area so all competitors and Team Captains are aware of any such changes.

#### **5605.1 Placement of the Triangular Gates**

5605.1.1 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, competitors may be required to pass between two gates of the same colour (for example: corridors).

5605.1.2 The gates must be set on both sides of all features such as rollers and take off of jumps as well as the finish line. Placing gates in blind locations such as landings shall be avoided. In flat non-banked turns, banked turns or any other type of turns a single turning gate shall be set and no outside gate will be required.

#### **5605.2 Spare Poles**

The Chief of Course is responsible for the availability and correct placing of enough spare poles. They must be placed at the start or so that the competitors are not mislead or confused by them.

#### **5605.3 Marking of the Gates**

The positions of the gate poles are to be marked with an easily recognizable colouring substance which remains visible throughout the entire competition.

#### **5605.4 Numbering the Gates**

The gates must be numbered from top to bottom of the course and the numbers attached to the outside pole. Start and finish are not counted or considered as gates.

#### **5605.5 Assistance**

Assistance must be provided for the course setter, at a time to be fixed by the Jury, so that they can concentrate on the actual course setting and not be distracted by fetching poles, etc.

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

- enough blue and red poles (long poles and stubbies)
- a corresponding number of flags, divided by colours
- drills, gate-keys, etc.
- enough gate numbers
- colouring matter for marking the position of the poles.

### **5606 Inspection**

The competitors are allowed to inspect the course by slowly sliding down through or alongside the course. The inspection durations are at the discretion of the Jury but should be a minimum of 20 minutes. All competitors are required to complete at least one inspection run prior to training session or phase. The day times for the start and finish of the inspection is written in the minutes and if not different communicated by the jury strictly valid. The inspection starts by entering the course and ends by crossing the finish line. Competitors and team members not following the day times of the inspection are sanctioned according the rules ICR 2024.9 and 2025.3.

Competitors must visibly wear their bibs and their helmets during the inspection.

## 5607 Training

- 5607.1 For Snowboard Cross at least one training run prior to the actual competition is mandatory.
- 5607.2 Competitors not wearing their bibs will not be allowed to participate during official training.

## 5608 Competition Phase

### 5608.1 Phase Description

Qualification Phase		5501
Timed Qualification	1 or more runs	5501.1
Timed Seeding	1 or more runs	5501.1.5
3 Heats Qualification	with 3 rounds with (x) Heats	5501.3
Qualification Heat Round For Holistic Heat format	1 round with (x) Heats	5501.2
Round Robin (2 <sup>nd</sup> qualification phase in case of QHR)	with single panel (5 rounds of 4 Heats / 20 Heats) or double panel (2x 20 Heats)	5502.3
KO Final Phase		5502.1
Holistic KO format 128/64/32/16/8/4 (heats with 4) or 96/48/24/12/6 (heats with 6)	with 1 to 6 rounds with (x) Heats di- rect to finals or QHR.	
KO Rounds format 128/64/32/16/8/4 (heats with 4) or 96/48/24/12/6 (heats with 6)	after Seeding or, Qualification (Timed or 3 Heats Qualification) or Round Robin run with 1 to -6 rounds with (x) Heats	

### 5608.2 Determination of the Start Lane for Timed Qualification

The choice of which starting lane will be used will be decided by the jury.

### 5608.3 Interrupted Competition or Training

If an interrupted phase cannot be finished on the same day, it is to be treated as a terminated phase.

## 5609 Start Stop

The start stop procedure is put in place to assure safety of all competitors and officials that have access to the field of play. This procedure must be understood and followed by all parties.

**Start Stop:** A start stop can occur because of course maintenance, weather (fog, wind), equipment on the course (competitors' equipment, fence, tools, etc).

**Command "Start Stop":** On the command "start stop!" the Start Referee must close the start. He/she must respond immediately via radio confirming that the start is closed and state the start number of the last competitor / heat that have started

as well of the start number of the competitor / heat held at the start ("start stop confirmed, number 23 / heat on course, number 24 / heat at the start").

**Yellow Flag:** For immediate stop of a competitor on the course, a yellow flag must be used, please refer to 5609.1

## **5609.1**

### **Yellow Flag**

A Yellow Flag is used on the course by Section Judges for an immediate stop of an athlete in their section.

A yellow flag is only used in the section where the incident takes place and by all sections above (i.e: Start stop yellow flag section 4. Section 4 use the yellow flag as well as section 3-2-1. Sections 5-6-etc until the finish area do not stop the athletes coming down in their section).

#### *5609.1.1*

##### *Inspection*

The Jury defines the position of the yellow flags for the training and for the race which can be waved to alert the next competitor.

The flags must be positioned before the first inspection and should be recognisable by the competitors.

#### *5609.1.2*

##### *Training*

When a competitor or heat is stopped in training by the yellow flag, the competitor or heat has the right to restart from the point where they have been stopped.

#### *5609.1.3*

##### *Qualification*

When a competitor or a complete heat (all 4/6 athletes) is stopped during the qualification the competitor or heat has the right to a rerun. The Jury should ensure that the competitor's rerun takes place before the last competitor on the start list of the race or in case of a heat before the next heat starts (Major events). For lower level events, before the next phase starts.

#### *5609.1.4*

##### *Finals*

When a complete heat (all 4/6 athletes) is stopped during the race the competitors have the right to a rerun.

The jury should ensure that the heat's rerun takes place before the next heat starts (Major events). For lower level events, before the next phase starts.

#### *5609.1.5*

##### *Obligation*

Competitors waved down by a yellow flag must stop immediately.

## **5610**

### **Start Procedure & Commands**

No official or attendant who could possibly give an advantage to or disturb the starting competitors may be behind them. All outside help is forbidden. By order of the starter, competitors must take their place behind the start device. The starter must not touch the competitor at the start. Pushing off from the start device allowed.

## **5610.1**

### **Timed Runs**

The start in qualification can be run with an open or closed start device. With an open device, it can be run with either light beam or an alpine start system. Alternatively, a reaction start with a closed device like in the KO final can be used as well.

#### *5610.1.1*

##### *Start Signals & Commands*

10 seconds before the start, the starter will tell each competitor "10 seconds". Five seconds before the start, the starter will count "5, 4, 3, 2, 1" and then give the start command "Go".

- 5610.1.2      *Start Intervals*
- 5610.1.2.1      Regular Intervals  
Competitors will normally start at regular intervals in between 20–60 seconds. The Jury may fix different intervals.
- 5610.1.2.2      *Special Start Intervals*  
To meet TV transmission broadcast requirements the Jury may consider a request to allowing increasing of the start interval.
- 5610.3      Heats**
- 5610.3.1      *Choice of Start Lane & Colour Jersey Assignment for the Final*
- 5610.3.1.1      Colour Jersey Assignment for the Heats See 5205
- 5610.3.1.2      Choice of Starting Lane  
The choice of the starting lane during each heat is based upon the qualification ranking or the seeding position depending on the format used. First ranked/seeded competitor can choose their lane, the second, the next lane and so on.
- 5610.3.2      *Start Signals & Commands*  
"We are ready for the next Heat, proceed to the Start Gate". "Enter the Start Gate" (approximately 30 seconds before the start command).  
"Rider Ready!" then "Attention!" followed by the Starter opening the start gate randomly 1–4 seconds (or in the case of an electronic release device being used, the Starter beginning the random start sequence. During the final start command no coaching is permitted (no coaches present at the start device, no radio information from the course, etc.)
- 5610.4      Delayed Start**  
It is the competitors' responsibility to arrive at the start gate in time.  
A missed start is a DNS (Did Not Start).
- 5610.4.1      *Force Majeur*  
The Jury may, however, excuse such a delay if, in their opinion, the delay is due to "force majeure". The breakdown of a competitor's personal equipment or minor sickness of a competitor does not constitute "force majeure".
- 5610.4.2      *Start Order in timed Qualification*  
Where a start has been delayed and the competitor is ready to go, the Starter will run the competitor at the first start opportunity and inform the Jury, Judges, Referee, Finish Official, Chief of Timing, Announcer and Chief of Scoring accordingly.
- 5610.5      False Start**
- 5610.5.1      *False start or malfunction of the start gate*  
Disqualification / Sanctions will take place:
- When a competitor manipulates the starting device
  - When a competitor's board passes the starting line (vertical plane) before starting signal has been given (opening of the door)
  - When the starting gate has clearly been blocked because of technical malfunction before the start signal was given, the start must be repeated.
  - When the starting gate is opened by one of the competitors and not by the starter because of a technical malfunction the start must be repeated.

- If the start gate does not open equally for all competitors, there shall be a rerun

#### **5610.5.2** *Valid and False Starts*

In competitions with a fixed start interval the competitor must start on the start signal. The start time is valid if it occurs within the following limits: 5 seconds before and 5 seconds after the official start time. A competitor who does not start within that space of time will be sanctioned.

The start referee must inform the Jury of the start numbers and names of the competitors who made a false start or have contravened the starting rules.

**5610.5.3** In Heat phases, a competitor who enters the course before the start command has been completed in accordance with 5610.3.2 shall be ranked as last (RAL).

## **5611 Special Procedures**

### **5611.1 Loss of Snowboard**

A competitor who - having started and before a pre-determined location on the course - loses one foot contact with the snowboard, must stop and no longer continue. Then the competitor must move off the course and shall receive a DNF (5401.3) for that run.

### **5611.2 Continuation with one Foot in the Binding**

A location shall be defined on the course, close to the finish of the track, and taking into account the unique characteristics of each individual track on a case by case basis. The determination will be guided by the position and nature of the final feature or jump that leads into the Finish area, and whether it is considered possible to safely complete the course should a loss of equipment occur after that point.

If a competitor loses contact with the snowboard after this defined location, they may still cross the Finish line and complete the run. The pre-determined location shall be decided by the Jury prior to the Qualification or Seeding round and will be communicated to teams at the relevant Team Captains' meeting.

## **5612 Re-Runs**

### **5612.1 Re-Runs**

**5612.2.1** Decisions about a Re-Run will be made by the Jury.

**5612.2.1** In Case of a In Race Interference according to 5404, no Re-Run will be granted.

### **5612.2 Prerequisites**

**5612.2.1** A competitor who is hindered while competing, can apply to any member of the Jury for a provisional re-run immediately after the occurrence of the interference. This claim can also be made by the team captain of the hindered competitor.

- by the force majeure,
- the error of an official,
- by a spectator, by an animal,
- by any other justifiable causes outside their control

**5612.2.2** In special situations (e.g. failure of the timekeeping system or other technical failures, like failure of the start device), the Jury may grant a provisional re-run.

- 5612.2.3 If competitors are stopped in qualification or in the final by a yellow flag, the Jury may grant a provisional re-run.
- 5612.3 Grounds for Interference**
- 5612.3.1 Blocking of the course by an official, a spectator, an animal, or other hindrance.
- 5612.3.2 Blocking of the course by a fallen competitor who does not clear the course quickly enough, (not valid for KO-Finale)
- 5612.3.3 Objects in the course such as a lost material of a previous competitor. (not valid for KO-Finale)
- 5612.3.4 Absence of a relevant gate that has not been promptly replaced. (not valid for KO-Finale)
- 5612.3.5 Other similar incidents beyond the will and control of the competitor, which cause significant loss of speed or a lengthening of the line and consequently affect the competitor's time or run.
- 5612.3.6 Interruption by an official with a Yellow Flag (see art. 5609.1).
- 5612.4 Validity of a Provisional Re-Run**
- 5612.4.1 In case the Referee and/or another Jury member are unable to question immediately the appropriate officials or to judge the justification for the provisional re-run request, they may, to avoid delay for the competitor or competition, grant a provisional re-run. This provisional rerun will be valid only if it is confirmed by the Jury.
- 5612.4. If competitors were already DNF before the incident entitling them to request a provisional re-run, the request for the provisional re-run is deemed to be not valid.
- 5612.4.3 The provisionally or definitively approved re-run remains valid even if it proves worse than the original run.
- 5612.4.4 If the claim for provisional re-run is shown to be unjustified, the competitor will be subject to sanction(s).
- 5612.5 Start Time of the Provisional Re-Run**
- 5612.5.1 The start of the provisional re-run is in accordance with the jury and should allow the competitors a reasonable amount of time to compose themselves prior to such start. The jury should ensure that the competitors' provisional re-runs take place before the last competitor on the start list in qualification. In the finals the provisional re-run must be executed in the same round of the competition
- 5613 Protest**
- General: ICR 2026, are valid  
Decisions concerning the application of Rule 5404.1 cannot be protested. Decisions concerning the application of Rule 5404.1 cannot be appealed.  
For these cases refer to 5405.
- 5613.1 Protest Deadlines**
- 5613.1.1 Against another competitor or competitor's equipment or against an official because of irregular behavior during the competition:
- In any heat format for Snowboard Cross and at the final rounds for Snowboard Cross before the next heat begins.



- 5613.1.2 *Against the Timekeeping/Results:*
- at the final rounds for Snowboard Cross, before the next heat begins.
- 5613.2 Settlement of Protest by the Jury**
- 5613.2.1 *For protest(s) concerning gate passage;*
- any additional evidence such as gate judge protocol, gate judge interview, videotape, photos, films should be reviewed and considered.
- 5613.2.2 In Snowboard Cross Finals the decision may be announced orally.
- 5614 Awards**
- Refer to 2017
- 5700 Result & Start Lists**
- 5701 Information on Result & Start Lists**
- For detailed information refer the Timing and Data Booklet.
- 5701.1 The Official Start and Result Lists must contain the following information:**
- Competition Information:
- FIS Codex
  - Date
  - Name of Competition
  - Site of Competition including Nation
  - Name of Competition Sponsor
  - Signature of TD & Chief of Results
  - FIS or competition series Logo
  - Discipline
  - Event
  - Gender
  - Result Type (Start List, Brackets, Phase Results, Final Results etc.)
- Course Data:
- Course Name
  - Length
  - Start Elevation
  - Finish Elevation
  - Vertical drop
  - Number of elements
  - Number of features (if different to elements)
- Jury & Officials:
- The following Officials have to be listed including full Name and Nationality. The Jury is defined separately.
- Additionally, all Officials/Jury members with access to Live Video Review for the purpose of reviewing DNF and/or 5404 issues, need to be marked with a “\*VA\* “

Jury:

- Chief of Competition
- FIS Technical Delegate
- Referee
- Race Director if present

Officials:

- Start Referee
- Finish Referee
- Chief of Course
- Course Builder
- Course Advisor (if present)
- Technical Advisor (if present)
- Course Designer (if present)
- Video Controller (if present)

Weather:

- Condition (Sunny/cloudy/fog/snowfall/rain...)
- Air Temperature
- Snow Temperature
- Snow Conditions

Competitor Information:

- Bib Number
- FIS Code
- Last Name
- First Name
- Nation
- Year of birth (YB)

**5701.2 The official Start Lists must contain the following additional Information:**

- Name of Phase and Round
- Start Time
- List of competitors and Start Order
- Seeding criteria: The competitors FIS Points, WC Points, WCSL

**5701.3 The Qualification Result Lists must contain following additional Information:**

- Start Time
- Rank
- Competitor information as described in 5701.1
- Qualification time
- IRMs
- Forerunner names & nation

**5701.4 Final Result List must contain the following additional information:**

- Start Time Finals
- Final Rank
- Competitor information as described in 5701.1
- Progression:
- Ranks in Rounds
- Heat colours in Rounds
- FIS Points
- IRMs
- Jury decisions
- Forerunner names & nation

## **5702**

## **Final Results**

### **5702.1**

#### **Four/Six Person Format**

Competitors 1 to 4 (or 1 to 6 in 6-person format) are ranked according to their place of finish in the big final heat. Competitors 5 to 8 (or 7 to 12 in 6-person format) are ranked according to their place of finish in the small final heat. All remaining competitors are ranked and grouped according to their place in each heat in the round in which they were eliminated and then by their qualification (timed, 3 qualification heats or round robin group heats) rank within that group.

If no timed or 3 heats qualification was held, the competitors who are eliminated in the same round with the equal heat rank will be ranked based on their rank on the seeding list going into the competition. RAL and DNS will be considered as separate groups and ranks will be adjusted consequently.

If qualification heats did occur, the competitors who were eliminated in the qualification heat as 3<sup>rd</sup> will be tied and the ones who were eliminated as 4<sup>th</sup> are tied following the competitors in the Ranking who competed in the final brackets.

All tied competitors will be listed in ascending order of their Bib numbers.

### **5702.2**

#### **Round Robin**

Round Robin Group Heat results stand as qualification results.

### **5702.3**

#### **Final Ranking for DNF**

If a competitor receives a DNF (5401.3) in a single run qualification (5501.1.1) and does not start in the KO Heat Phase (5501.1.7), the competitor will appear as DNF in the final result list and will receive no rank.

If the best result of a competitor in a 2<sup>nd</sup> run qualification (5501.1.2, 5501.1.3) or Session (5501.1.4) is a DNF (5401.3) (DNF in both runs, or DNF in one run and DNS in the other run) the competitor will appear as DNF in the final result list and will receive no rank.

A competitor who receives a DNF (5401.3) in a heat, will be ranked in that heat according to 5407.4.1 Ranking of Competitors that Did Not Finish and will receive a final ranking according to their rank in the heat.

### **5702.4**

#### **Final Ranking for RAL**

A competitor who is ranked as last (RAL) in any round of the finals, will be ranked as last place for that final round before all DNS. All competitors ranked as last (RAL) in a round are grouped together and ranked according to the tie breaking rules. See as well 5407.4.2

### **5702.5**

#### **Final Ranking for DNS**

If a competitor did not start in any phase (5608.1) of a competition, the competitor will appear as DNS on the final result list and will not be ranked.

After the first phase (qualification/seeding) of the competition is completed, a competitor who does not start (DNS) in any round of the following phase, will be ranked as last place for that final round before all NPS sanctions. All competitors who did not start (DNS) in the first round of a Final Phase are grouped together and, ranked according to the tie breaking rules.

## **5702.6 Final Ranking for NPS (sanction)**

If a competitor receives a NPS sanction (2023) in the first phase of a competition, the competitor will appear as NPS on the final result list and will not be ranked.

After the first phase of the competition is completed, a competitor who receives a NPS sanction (2023) in any round of the finals, will be ranked as last place for that final round after all the DNS. All competitors who receive a NPS sanction in a round are grouped together and ranked according to the tie breaking rules.

## **5703 Results after incomplete Competition**

### **5703.1 Interruption of Competition**

If there is an interruption of a competition, the competition should be resumed when conditions warrant. The results completed before the interruption will remain valid if it is possible to complete the competition on the same day. Otherwise, the results prior to the interruption will be cancelled except if the Qualifications or some phases or rounds of the finals have been fully completed. In that case, only the uncompleted Finals phases or rounds will be postponed but must be completed on the same competition site.

### **5703.2 Interruption of Competition for major events (WC, WSC, OWG)**

If the small and big Final of a competition within a major event has not been completed, there will be no Results and no prize money and no medals are awarded.

### **5703.3 Interruption of Competition for all other levels**

Completed phases that create a valid result:

- Timed qualification (1 run, 2 runs or 1 complete run out of 2 runs)
- 3 heat qualification
- Round robin group heat phase
- KO Rounds: Additional completed rounds in the KO heat phase will count for the Result. All competitors of the remaining KO rounds are ranked and grouped according to their place in each heat in the last completed round, and then by their qualification rank within that group.

Completed phases that do not create a result:

- Qualification heat round
- Any completed round on the KO phase in holistic format before Big Final

If the Small and Big Final of a competition has not been completed and there is a valid Result for that competition from another completed phase, there will be no Cup Points, but Medals and Titles may be awarded and FIS Points shall be calculated four Entry Points scales lower respecting the minimum defined for the competition category.

## **5800 Team Event**

### **5801 Execution**

A team consists of two competitors of the same gender (Snowboard Cross Team) or mixed gender (Snowboard Cross Mixed Team).

The team captains can enter any eligible athlete into the team; the necessary minimum FIS points for participation in the individual event at the respective level of event must be respected. Each competitor can be entered in one team only.

If a previous individual event was held in the same location the entered athletes must have been part of their nation's regular quota for this individual competition.

A qualification or a seeding process is used to determine the teams for the Finals (final competition phase).

Finals are conducted in a knock-out format of four teams per heat.

Once the first team-competitors are in the Finish, the second team competitors will start with time delay registered by the first team competitors.

A maximum "penalty time" applies in the case that the first competitor "Did Not Finish" (DNF) the course or the competitor's time difference from the winner in the Finish exceeds the maximum time delay (Penalty Time 5801.3.5).

The best two teams of each heat after the second run advance to the next phase of the finals.

## **5801.1 Finals Field Assembly**

### *5801.1.1 (Qualification Format)*

#### **5801.1.1.1 Number of Runs**

Both team-competitors of each team will conduct one timed run.

#### **5801.1.1.2** The teams will be seeded according to the sum of the two ranks in the FIS points list of the entered athletes per team.

At the World Cup, World Championships and Olympic Winter Games the World Cup Starting List will be used for the seeding. If only one or no team member is represented in the World Cup Starting List, the FIS Points List will be used for both competitors, but these teams will always be seeded after the ones represented in the World Cup Starting List. For the World Cup each nation can enter a maximum of three teams, the host nation a maximum of four teams. For the World Championships and Olympic Winter Games special regulations regarding the maximum team number applies.

If two or more teams are tied the team with the better individual rank in the used list will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.

#### **5801.1.1.3 Start Order in the Qualification Run**

The top eight teams of the seeding list will be randomly drawn. The remaining teams will be sorted according to the seeding list in ascending order.

Both competitors of a team start in a single run after each other in the order entered by the team captain. In case of a Mixed Team event, the man of each team starts before the woman.

#### **5801.1.1.4 Ranking and Result after the Qualification Run**

All finished teams will be ranked by adding the times of the team members to calculate the team-time. According to the Finals field size the best ranked teams will advance to the Final phase.

#### **5801.1.1.5 Tie Breaking:**

If two or more teams are tied, the team with the best individual time will be ranked better. If still tied the team with the worse seeding position will be ranked better.

- 5801.1.1.6      **DNF in the Qualification Run**  
 If one team member “did not finish” (DNF), the team is ranked after all teams with a valid time.  
 If both team competitors are DNF, the team is listed as DNF and cannot advance to the final phase.
- 5801.1.1.7      **DNF in the Seeding Run**  
 If one team member “did not finish” (DNF), the team is ranked after all teams with a valid time.  
 If both team members are DNF, the team is ranked last.
- 5801.1.1.8      **DNS in the Qualification Run**  
 If one or more team member did not start, the team is DNS and the team is not permitted to enter the final phase.
- 5801.1.2      *Individual Result Seeding format*  
 If an individual event took place prior to the team competition on the same course, the result of the individual event is used for the seeding of the team event adding together the ranks of the team members.  
 The team captains will enter the athletes into those teams.  
 Depending to the Final field the best teams will enter the final phase and will be seeded accordingly.
- 5801.1.2.1      **Tie Breaking**  
 If two or more teams are tied the team with the better individual rank will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.
- 5801.1.3      *Seeding Format*
- 5801.1.3.1      **Team Eligibility**  
 The eligible teams will be sorted according to the sum of the ranks of the two athletes per nation (by gender or best men and best women in case of mixed event) in the current FIS Points List. If they are tied their position will be decided by a draw.
- Eligibility in World Cup, World Championships and Olympic Winter Games will be determined by the World Cup Starting List instead of the FIS Points List.  
 In case not all teams or a nation are represented in the World Cup Starting List, the FIS Points List will be used for both athletes, but these teams will always be seeded after the ones using the World Cup Starting List.
- If two or more teams are tied the team with the better individual rank in the used list will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.
- 5801.1.3.2      **Limitation of the Starter Field**  
 In case of a limitation of the start field (8/16 teams) the top 4/8 eligible teams in the list have the right to enter their second team before all other teams can enter their first team if their second team is within the top 4/8 eligible teams. Therefore, the nation's teams are chosen for entry by moving down the Eligibility List choosing the highest two ranked teams from each nation out of the top 4/8 teams. Afterwards all eligible teams can enter their number 1 team first. Then starting at the top of the list again to choose the second (if any) ranked team from each nation, repeating as necessary, until 8 /16 teams have been reached.

For the Olympic Winter Games different rules may apply, due to the special quota regulations.

- 5801.1.3.3      **Seeding List (final brackets)**  
Once the starter field is determined, the team captains can enter any eligible athlete into those teams.  
The teams will be seeded according to the sum of the two ranks in the FIS points list of the entered athletes per team.

At World Cup and World Championships and Olympic Winter Games the teams will be seeded according to the World Cup Starting List (WCSL) in ascending order. If only one or no team member is represented on the World Cup Starting List, the FIS Points List will be used for both athletes, but these teams will always be seeded after the ones using the World Cup Starting List.

If two or more teams are tied the team with the better individual rank in the used list will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.

- 5801.1.3.4      **Qualification Heat Round**  
If the number of teams exceeds the number of teams fitting in the Final bracket, a Qualification Heat Round can be executed as long as the number of Qualification Heats is less than the number of additional heats needed for the next higher bracket.

## **5801.2      Execution and Ranking of Finals Knock Out (K.O.) phase**

- 5801.2.1      **Number of competitors in the KO Phase:**  
Finals are based on 16 or 8 team brackets with 4 teams per heat.
- 5801.2.2      **Bibs for Final Phase**  
The Bib numbers for the finals are upon the Team seed rank. The first team-competitor and the second team-competitor of the same team will have a different bib for the identification.
- 5801.2.3      **Start Order**  
In case of a Mixed-Team event, the man of each team will start first.
- 5801.2.4      **Colour Jersey**  
Reflecting individual Snowboard Cross under 5205
- 5801.2.5      **Heat Pairings**  
All qualified or seeded teams will be filled into the bracket according to their Qualification or Seeding position.
- 5801.2.6      **Choice of Start Lane**  
The first team member chooses the start lane according to the individual Snowboard Cross rules. The second team member must start on the same lane.

## **5801.3      Ranking and creation of the Time-Delay**

- 5801.3.1      *First team-competitor ranking and time delay*  
The ranking of the first competitors of the teams will be determined at the Finish line according to the general individual rules.

- 5801.3.2 *DNF of first team member*  
If a first team-competitor receives a DNF the second team-competitor starts with the "Penalty-Time" difference.
- 5801.3.3 RAL and DNS for the first team member  
If a first team-competitor receives a RAL, or DNS, the second team-member will not be permitted to start.
- 5801.3.4 Measurement of the time delay  
The official time delay of the first team-competitors will be measured at the finish line by the finish line camera and/or an electronic timing device.
- 5801.3.5 Penalty-Time  
The maximum time delay between the first competitor crossing the finish line and the rest of the competitors from the same heat, is limited by the "Penalty-Time".  
The Penalty-Time is 5% of the Reference-Time (5801.3.5.1). The jury may decide to change the Penalty-Time in a range between 3% and 7% to adapt to special circumstances and grant interesting racing. The adaption of the penalty-time can only happen after a completed phase and must be communicated to the teams before starting the next phase. If no qualification run is executed and the times from a prior individual competition are used, this Qualification or Seeding run times are the base for the calculation of the penalty time. If the Single Event prior to the Team Event is executed in the Holistic Format, the last training before the team event is the base of the calculation.
- 5801.3.5.1 Reference Time  
The Reference time is determined as follows:
- 5801.3.5.1.1 Separate Qualification for the Team Event  
If a qualification is held, the reference time is the average of the qualification times of the fastest woman and the fastest man.
- 5801.3.5.1.2 Use Qualification of separate individual Snowbaord Cross competition on the same course  
If an individual race is held prior the team event on the same course, it is possible to use the times from this qualification.  
The reference time is the fastest time of each gender.  
The reference time in mixed team events is the average of the qualification times of the fastest woman and the fastest man.
- 5801.3.5.1.3 No timed Qualification (not for team event, not in a prior individual competition)  
If no qualification is held for the team event, no individual race is held before the team event on the same course or the individual race was held in Holistic Heat Format, the times from the last training before the last TCM of the team event are used.  
The reference time is the fastest time of each gender.  
The reference time in mixed team events the average of the training times of the fastest woman and the fastest man.  
If no proper timing in training took place, an estimated run time will be calculated, according to length and gradient, confirmed by the jury (exceptional case).
- 5801.4 Start and Ranking for the second Team-competitors**
- 5801.4.1 Opening of the Start device for the second team-competitor  
The Start device for the second team-competitor of the first ranked team will open first, after giving the start signal "**Riders Ready!**", "**Attention!**" for the second team-competitors. An additional control device at the start may allow the start



referee and starter to confirm/control the correct start order according to the finish ranking of the first team-competitors.

The delay of the opening of the start device for the other second team-competitor is based on the ranking of the first team-competitor and the time delay of the first team-competitors crossing the finish line.

5801.4.2 The ranking of the teams is determined by the ranking of the second team competitors at the finish line. The ranking in each heat is determined according to the individual competition rules (5702).

5801.4.3 *Ranking of the second team-competitors that Did Not Finish*  
General individual Cross rules apply (5407 ff.)

5801.4.4 *Tie Breaking in the heats before the Small-Final*  
In the case that it is not possible to determine the ranking of the second team-competitors, the ranking will be determined by the ranking from the Qualification or Seeding. The team with the better ranking will win the tie.

5801.4.5 *Tie Breaking in the Small- and Big-Final*  
In case of a tie in the small final or the big final, the teams will remain tied and will receive the same rank.

## **5801.5 Sanctions and “did not start”**

5801.5.1 *Team Competitors that Did Not Start in the Final Phase*  
General Individual Cross rules apply, under 5407.4 ff.

5801.5.2 *Sanction for In Race interference*  
General Individual Cross rules apply under 5407.4 ff.

5801.5.3 *Effect of the Sanctions*  
The distribution of a sanction or a reprimand is personally given to the competitor and not to the team.  
The direct effect for the event is also to the team (the team will be DSQ, RAL) but the effect for the next competition is, that this one competitor is not permitted to start (NPS) and the other team-member is able to start with another team-competitor.  
If a warning is given to the competitor, this warning does not affect the team.  
Two warnings to the same competitor in the same competition will lead to a RAL of the team concerned.

If a Yellow Card/RAL is given to the competitor, the effect to the team is, that the team that is “ranked as last” (RAL), is not permitted to start in any further round of the competition, but the yellow-card for the rest of the season is with the competitor, that receives the yellow-card (RAL).

If a Red Card/DSQ is given to the competitor, the effect to the team is, that the team is DSQ and not permitted to start in any further round of the competition and the team is not ranked.

## **5801.6 Final Ranking**

Reflecting the Individual Snowboard Cross rules under 5702 ff.

## **5801.7 DNS, RAL, DNF**

Reflecting the Individual Snowboard Cross rules under 5702 ff.

**5900            Equipment**

**5901            Snowboard Cross**

**5901.1        Competition Clothing**

Refer to the Specifications for Competition Equipment - Snowboard, Freestyle, Freeski and Ski Cross: section C (3).

**5901.2        Helmets**

Refer to the Specifications for Competition Equipment - Snowboard, Freestyle, Freeski and Ski Cross: section C (4).

**5901.3        Boards**

Refer to the Specifications for Competition Equipment - Snowboard, Freestyle, Freeski and Ski Cross: section C (1).

**5901.4        Bindings, Plates and Retention Devices**

Refer to the Specifications for Competition Equipment - Snowboard, Freestyle, Freeski and Ski Cross: section C (2).

## 6000 Snowboard Alpine Events

### 6100 Field of Play (General Definitions)

Technical Parts of a Competition Course:

Start and finish installations, television towers, measuring equipment, sponsor advertising equipment, etc. are necessary items for a competition.

### 6101 Homologation

All FIS Snowboard Alpine competitions have to take place on homologated courses. In special cases exceptions and deviations of the technical data and requirements can be approved by FIS or Competition Jury.

### 6102 Table Course Specification

#### 6102.1 Course specification Classic Single Events

Code	Slalom and Giant Slalom Criteria	Measurement
CL (m)	Course Length (proportional to VD)	
	SL Slalom	400,0 m - 600,0 m
	GS Giant Slalom	600,0 m - 1200,0 m
VD (m)	Vertical Drop (proportional to CL)	
	SL Slalom	120,0 m - 180,0 m
	GS Giant Slalom	200,0 m - 400,0 m
CA (°)	Course Angle (average)	16,0° (+/- 2,0°)
CL and VD should be proportional to each other f.ex. Long course / high VD, Short course / low VD		
SW (m)	Slope Width	
	SL Slalom	min. 30,0 m
	GS Giant Slalom	min. 40,0 m
	Pro-jumps are possible	
	Exceptions are possible for in-city and ramp competitions	
	<b>Start Criterias</b>	
SA (m)	Start Area	Length 10,0 m
		Width 30,0 m

<b>SP (m)</b>	Start Platform	Length min. 6,0 m
	Width: depending on the startgate	Width 8,0 m (+/- 4,0 m)
	Inclination to get speed	
	<b>Course Setting</b>	
<b>GD</b>	Distance between Gates	
	GS Giant Slalom	20,0 m - 25,0 m
	SL Slalom	10,0 m - 14,0 m
	<b>Finish Criterias</b>	
<b>FL (m)</b>	Finish Line (width per course)	min. 10,0 m
<b>FA (m)</b>	Finish Area Length	
	SL Slalom	40,0 m
	GS Giant Slalom	60,0 m
<b>FW (m)</b>	Finish Area Width	min. 30,0 m
	<b>Competition Level</b>	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

## Course Specification Parallel Events

Code	Parallel Events Criteria	Measurement
<b>CL (m)</b>	Course Length (proportional to VD)	
	PGS Parallel Giant Slalom	400,0 m - 600,0 m
	PSL Parallel Slalom	250,0 m - 400,0 m
<b>VD (m)</b>	Vertical Drop (proportional to CL)	
	PGS Parallel Giant Slalom	100,0 m - 200,0 m
	PSL Parallel Slalom	80,0 m - 120,0 m
<b>CA (°)</b>	Course Angle (average)	16,0° (+/- 2,0°)
CL and VD should be proportional to each other f.ex. Long course / high VD, Short course / low VD		
<b>SW (m)</b>	Slope Width	
	PGS Parallel Giant Slalom	min. 40,0 m
	PSL Parallel Slalom	min. 30,0 m
Pro-jumps are possible Exceptions are possible for in-city and ramp competitions		
	<b>Start Criteria</b>	
<b>SA (m)</b>	Start Area	Length 10,0 m
		Width 30,0 m
<b>SP (m)</b>	Start Platform	Length min. 6,0 m
	Width: depending on the startgate	Width 12,0 m (+/- 4,0 m)
	Inclination to get speed	
<b>SD (m)</b>	Distance between start gates	min. 6,0 m
	Recommended: width of course set	
	<b>Course Setting</b>	
<b>CD</b>	Distance between courses	
	PGS Parallel Giant Slalom	9,0 m - 12,0 m
	PSL Parallel Slalom	8,0 m - 10,0 m
<b>GD</b>	Distance between Gates	
	PGS Parallel Giant Slalom	20,0 m - 25,0 m
	PSL Parallel Slalom	10,0 m - 14,0 m

	Finish Criteria	
<b>FL (m)</b>	Finish Line (width per course)	min. 8,0 m
<b>FA (m)</b>	Finish Area Length	60,0 m
<b>FW (m)</b>	Finish Area Width	min. 30,0 m
	<b>Competition Level</b>	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

### 6102.3 Course specification Classic Single Banked Slalom

Vertical Drop 50m – 250m  
Course Length 180m – 1000m  
Course Angle 10°-18°  
Nr. of banks 10 – 50

### 6102.4 Course specification Machine build Single Banked Slalom

Vertical Drop 50 - 125  
Course Length 250 - 450  
Course Angle 12-14 (+/- 2,0 °)  
Nr of banks 8 -18

### 6102.5 Course specification Dual Banked Slalom

For DBSL the vertical drop of the course must be between 50 and 125 meters with a minimum of 8 and maximum 18 banks.  
The course should have a length on the ground of a minimum of 250 meters and a maximum of 450 meters – recommended length is approximately 250 to 350 meters. In general, the courses should be 12-14 (+/- 2,0 °) in average steepness with a minimum width of 40 meters. Indoor DBSL events may have a min. course length of 200 meters.  
Course length and vertical drop should be proportional to each other.  
DBSL Bank radius shall be between 7m to 10m (8m is ideal)

## 6103 Start Zone

The Start Zone is part of the field of play and defines the entire area above and beside the start gates. It includes the start area, competitor's preparation area, the Start Platform & Start Ramp and a separate corridor or area specifically designed to grant course access for courses officials, competition staff, coaches, etc. There must be an access back to the public slopes without anyone having to enter the competition slope.

### 6103.1 Start Area

The Start Area must be closed off to everyone except participating competitors/teams and eligible team officials (competitors, coaches, service personnel,) that the teams can prepare without being interrupted by the public, competition staff etc. An adequate shelter/warm up tent should be provided for the competitors waiting for the call to start.

Separately reserved places for trainers, competitors and service technicians per team may be defined, depending on the competition level.

## **6103.2 Preparation Area**

It is recommended that an intermediate preparation area in between the Start Area and the Start Platform be defined, dedicated to the competitors who are called to make their final preparation, before being called onto the Start Platform.

## **6103.3 Start Platform**

The Start Platform must be closed off to everyone except the competitor(s), accompanied by only one trainer/official and the start officials. The Start Platform must be protected appropriately against inclement weather and be prepared in such a way, that the competitors can stand relaxed in the Start Gate and can quickly reach competitive speed after leaving the Start. A Start Gate (push off posts or a start device) will be installed as a starting installation, respecting the requirements of the specific events.

## **6104 Course**

### **6104.1 Preparation of the Course**

Competitions must be raced on a hard prepared snow surface. If snow falls during the competition, the Chief of Course must ensure that it is packed or, if possible, removed from the course.

The track must be closed to the public at least 20 (twenty) hours before the competition. The track must be as flat as possible from one side to the other. The snow must be compacted to provide a hard competition surface. The use of artificial means of preparation is permitted (salt, water, etc.). In critical places the Organising Committee may be required to install security (mattresses, pads, nets etc.) as prescribed in the homologation report or as requested by the Jury.

Over the full width of the chosen slope, the snow must be consistently hard, so that it is possible to offer equal competition conditions on both courses.

### **6104.2 Classic Single Events**

#### *6104.2.1 Characteristics Slalom*

The ideal slalom course, taking into consideration the drop and the gradient specified above, must include a series of turns designed to allow the competitors to combine maximum speed with neat execution and precision of turns. Course should be symmetrical and not favor goofy or regular competitors.

The slalom should permit the rapid completion of all turns. The course should not require acrobatics incompatible with normal technique. It should be a technically clever composition of figures suited to the terrain, linked by single and multiple gates, allowing a fluent run, but testing the widest variety of Snowboard technique, including changes of direction with different radius. Gates should never be set only down the fall-line, but so that some full turns are required, interspersed with traverses

#### *6104.2.2 General Characteristics Giant Slalom*

The terrain should preferably be undulating and hilly. The course must be at least 40 m wide.

The inspector authorised to homologate the course decides whether this minimum width is adequate and if necessary can order it to be widened. In exceptional cases as determined by the inspector or TD the course may be less than 40 m wide.

- 6104.2.3 *Number of Gates Slalom*  
Recommended number of gates Slalom  
Minimum: 35 gates  
Maximum: 55 gates
- 6104.2.4 *Number of gates Giant Slalom*  
Recommended number of gates giant Slalom  
Minimum: 25 gates  
Maximum: 50 gates
- 6104.2.5 *Gate distance Slalom and Giant Slalom*  
The distance between turning poles must be:  
10 - 14 m for SL (recommended 11-13m)  
20 - 25 m for GS (recommended 22-24m)
- Turning distance banana gates (all poles of the banana gates are counting as turning poles)  
5 to 6 m in SL  
10 to 17 m in GS
- 6104.3 Parallel Events**  
A parallel is a competition where two competitors ride simultaneously side by side down two parallel courses. The setting of the courses, the configuration of the terrain and the preparation of the snow are to be as identical as possible.
- 6104.3.1 *Characteristics PSL & PGS*
- 6104.3.1.1 Choose a slope wide enough to permit two or more courses, preferably slightly concave (permitting a view of the whole course from any point). The terrain variations must be the same across the surface of the slope. The course layouts must have the same profile and the same difficulties.
- 6104.3.1.2 There must be a lift available to the course to ensure that the races are run smoothly and rapidly.
- 6104.3.2 *Number of Gates*  
The recommended number of gates is approximately 23 - 30 for PSL  
The recommended number of gates is approximately 22 - 26 for PGS.
- 6104.3.3 *Gate Distance*  
The turning distance is (turning pole to turning pole):  
10 - 14 m for PSL (recommended 11-13m)  
20 - 25 m for PGS (recommended 22-24m)
- Turning distance banana gates (All poles of the banana gates are counting as turning poles):  
10 to 17 m in PGS  
5 to 6 m in PSL
- 6104.4 Banked Slalom**
- 6104.4.1 *Classic Single Banked Slalom*  
A classic Banked Slalom is set in a U shape natural gully. The banks get formed by riding during a training and maintaining by shovels and shape tools.  
The course may be designed and built following the terrain profile, using natural snow. Any features are allowed, but competitor's safety considerations and riding level of the athletes must always be a priority.



- 6104.4.2**      *Machine build Single Banked Slalom*  
 General characteristic and terrain: it may be medium pitched slope. It may be preferably a natural various terrain, with bumps and dips.  
 The course may be designed and built following the terrain profile, using natural and technical snow. In the turns appropriate banks and optional elements are built with help of technical equipment like snow groomers or snowblowers. Any features are allowed, but competitor's safety considerations and riding level of the athletes must always be a priority.  
 Minimum distance between the banks/gates after the first gate may be minimum 14 m.
- 6104.4.3**      *Dual Banked Slalom*  
 The setting of the courses, the configuration of the Banks/terrain and the preparation of the snow are to be as identical as possible for both courses.
- 6104.4.3.1**      *Choice and Preparation of the Course*  
 Choose a slope wide enough to permit two or more courses The terrain variations must be the same across the surface of the slope. The course layouts must have the same profile and the same difficulties.  
 Over the full width of the chosen slope, the snow must be consistently hard, similar to course preparation for slalom, so that it is possible to offer equal competition conditions on both courses.
- 6104.4.3.2**      *The Courses*  
 Shortly before the finish line, after the last gate, the separation between the two tracks must be well defined so that they direct each competitor to-wards the finish line and away from each other.
- 6104.4.3.3**      *Distance between the two Courses*  
 The horizontal distance between two corresponding course markers (from turning pole to turning pole) must be similar in all opposite facing banks. This distance must be between 6 and 7 meters, unless otherwise agreed by the Jury.  
 The first turning gate & Bank (red and blue course) should be set the same distance apart as the start gates.
- 6104.5**      **Safety / Fencing / Color**
- 6104.5.1**      *Fencing*  
 The course must be entirely closed off by barriers. It is recommended to define places intended for trainers on the course to observe the competing athletes.
- 6104.5.2**      *Closing and modification of the course*  
 On a closed course no one except for the Jury is permitted to change gates or flags, mark the course or modify the course structure (jumps, bumps, etc.).  
 Competitors who enter a closed competition course will be subject to being sanctioned by the Jury (exception: normal competitor inspection).  
  
 Photographers and camera teams are allowed into the closed course area for the necessary documentation of the competition. Their total number can be limited by the Jury. They will be located by the Jury where possible and may only remain in this area.  
  
 Trainers, servicemen etc., who are allowed on a closed competition course are to be determined by the Jury. Similarly the number and places for photographers and camera teams, insofar as they are situated inside the barriers, must be approved by the jury.

- 6104.5.3      *Safety Installation*  
Minimum safety installation and protection for the entire slope according to the homologation.  
The Jury may require additional protections and safety installations.
- 6104.5.4      *Marking of the Course and Terrain*  
In all events the course, at the direction of the Jury, may be marked using:
- small pine needles or similar material spread on the course *and/or*
  - coloured dye used on such things as vertically from gate to gate, lip of the Half-pipe, edges on kickers inclusive landing, etc. as well as horizontally across the course (SBX, etc.), notably on the approaches indicating changes in terrain, jumps, transitions, finish lines etc.

## **6105                      Finish Area**

- 6105.1              The finish area must be plainly visible to the competitor approaching the finish. It must be wide, with a gently sloped smooth outrun. It must be prepared.
- 6105.2              The finish area is to be completely fenced in. Any unauthorised entry must be prevented.
- 6105.3              Finish installations and closures should be set up or secured through suitable security protection measures.
- 6105.4              For competitors who have finished their runs, a special area, separated from the actual finish, is to be provided. In this area or corridor, it should be possible if applicable to make contact with the press (written and audio-visual).
- 6105.5              It is necessary to set up visually separate finish approaches and exits.

### **6105.6                      The Finish Line and its Markings**

The finish line is marked by two vertical markings (or three or four for Parallel events), inflatables or vertical banners. The installation is securely protected if necessary.

In PSL/PGS each finish must be at least 8 m wide (together minimum 16 m), in GS and SL the finish must be no less than 10 m wide.

In exceptional cases, the Jury can decrease this distance for technical and security reasons or because of the terrain. The width of the finish is considered to be the distance between the two finish posts or banners. The timing supports must also be at least this far apart and are to be protected. The timing supports can usually be placed directly behind the finish posts or banners, on the downhill side. The finish line must be clearly marked horizontally with red color.

- 6105.6.1              At parallel events (PGS & PSL) the finish line should be parallel with the line of the start and must be in the same distance to both last gates.

## **6106                      Warm Up Slope**

Warm up slopes outside the competition course should be made available to the participating teams to be used under the direction of the Organiser. Warm up slopes are not under the control of the Jury and are not governed by the ICR.

## **6200 Installations & Competition Material**

### **6201 Start & Finish Installations**

#### **6201.1 Start Device for Parallel Events**

Two different procedures to start with different start gates are possible:

- Simultaneously the gates have to open simultaneously for both runs and a competitor must not be able to push the gates open.
- Delayed the gates have to open simultaneously in the first run. In the second run the start gates open with the time difference of the first run. Competitor must not be able to push the gates open

### **6202 Gates**

The gate is made up of one slalom pole and one stubbie pole with a triangular banner. The inside turning pole must be a stubbie flex pole. The outside pole should be a solid one (especially in windy conditions).

#### **6202.1 Gate Flags**

Triangular gate flags (banners / panels) must have 2 different colors and may be used with the following sizes. (Slight variations from the following dimensions will be acceptable).

	PSL/SL/BSL/DBSL	PGS/GS
Base length:	100 cm	130 cm
Height long side:	80 cm	110 cm
Height short side:	45 cm	45 cm

6202.1.1 At all competition levels it is allowed to use PGS/GS gate flags for PSL/SL/BSL/DBSL.

On OWG, WSC, WC, YOG and WJC events PGS size gate flags should be used for any PAR competitions.

6202.1.2 The gate flags have to be placed at right angle (90°) to the fall line at the bottom of the gate. The gate flags are to be fastened at the bottom of the gate.

6202.1.3 The gate flags should be the same colour as the stubby pole and long outside pole (usually red or blue).

6202.1.4 The gate flag must be of wind-permeable material.

6202.1.5 Advertising on gate flags should not reduce wind permeability or the release mechanism of the flags.

#### **6202.2 Poles**

All poles used are subdivided into rigid and flex poles.

Poles in individual events alternate in colors (usually red and blue). In parallel events the courses are divided by color. One color per course.

##### *6202.2.1 Rigid Poles*

A rigid pole may be used for the outside pole of the gate. Round, uniform poles with a diameter between a minimum of 20 mm and a maximum of 32 mm and without joints are allowed as rigid poles. They must be of such a length that, when set, they project at least 1.80 m out of the snow and they must be made of a non-splintering material (polycarbonate plastic or material with similar properties).

#### 6202.2.2

##### *Stubby Poles*

Stubby flex poles are flex poles or flex material with a length of not more than 45 cm above the bottom of hinge to the top end of the pole and padded or hollow on the top.

- Soft padding (approximately) 35 cm
- Base length (approximately) 25 cm

### 6203

#### **Timing House**

The timing and data working area must provide working space for at least 2 people and accommodating tables and chairs. Electrical sources and heating are required. The location of the timing and data area is defined in the corresponding course specifications. The facility must be weatherproof, with an appropriate flooring and heatable. It must have a good view on the finish line.

Toilet facilities must be available in proximity. Also refer to the regarding timing booklets and the data and timing provider requirements (extended requirements especially for major events).

### 6204

#### **Timing Equipment**

For all international competitions two synchronised electronically isolated timing systems operating in time-of-day must be used. One system will be designated system A (main system), the other system B (back up system) prior to the beginning of the race.

All technical details related to the timing equipment and timing are described in the data & timing booklet

The Organiser must provide a Timing and Data System which is able to fulfill the following: use existing FIS Lists and CoC Standing lists, as well as finding out which ones are the competitor's best points or ranks. The Data System must provide the possibility to calculate start lists, results from qualification and elimination runs, as well as final results including the CoC points and FIS points achieved.

#### 6204.1

##### **Start Timing**

The start timing shall measure the exact time competitors cross the start line with their leg below the knee.

#### 6204.2

##### **Triggering timing impulse Finish**

For all events, there must be two photocell system(s) homologated by the FIS installed at the finish line. One is connected to system A. The other is connected to system B.

#### 6204.3

##### **Timing Cable**

Minimum 2 separate pairs of cables for timing are required.  
Communication needs to be on a separate pair. Higher level event might demand more lines ref Data & Timing Booklet

#### 6204.4

##### **Timing without Cable**

For Qualification, wireless timing, may be used for FIS, NC and COC Level Competition. Timing devices must meet FIS wireless standards that are set out in the Data & Timing Booklet

#### 6204.5

##### **Hand Timing**

For timed qualifications hand timing at the start and finish is mandatory, for the technical details ref Data & Timing Booklet.

- 6204.6 Qualification & Single events**  
The running time of each competitor will be registered with two independently homologated timing systems (see also data & timing booklet).
- 6204.7 Timing Procedure in Knock Out Finals**  
As the start is simultaneous, only the difference in time between the competitors at the finish will be registered with two independent homologated timing systems. The first competitor that breaks one of the signals starts the chronometer and receives the time "zero", the following competitor (2nd) stops successively the clocks (chronometers) and receives the time difference in 1/100-seconds to the first competitor.
- 6204.8 Communications & Cabling**  
In all international competitions, there must be multiple communication (telephone or radios, etc.) between the start and finish. Voice communication between starter and finish must be assured by fixed wire connection or radio. In case of radio, this must be on a separate channel from that used by any other function.  
In Olympic Winter Games, FIS World Championships, World Cup and FIS Junior World Championships all communications and timing connections between start and finish must be assured by fixed wiring. In the data service area, access to the highspeed internet is required for World Cup, World Championships and Olympic Winter Games competitions.
- 6205 Bib Numbers**  
Numbered bibs with numbers on front, back and sleeves for better visibility should be utilized.  
For exact size and details refer to the equipment rules
- 6206 Public Address System**
- 6206.1 Sound System**
- 6206.1.1 Music can be used at all events but must not interfere with the competition.
- 6206.1.2 The Chief of Sports Presentation will be in radio contact with the competition officials at all times.
- 6206.1.3 In all cases where music is played, stock music will be used and at the option of the Organisers. The music should be upbeat and energetic.
- 6206.2 OVR (On Venue Results)**  
Organisers shall provide appropriate facilities for continuous visual or acoustic presentation of all registered times and/or scores of all competitors.  
An official notice board will be located at the finish area.  
Startlists phase results and all other official documents need to be posted notice board. This is as well mandatory if the data service provide live apps and/or data screens.
- 6300 Snowboard Alpine Officials**
- 6301 Jury**  
The Jury is the body that controls the Competition and is responsible for taking decisions concerning the Competition. Refer to Common section 2007 for further information.

The Chair of the Jury conducts its meetings, is a voting member of the Jury and has an additional casting vote in case of a tie. At WC, OWG, WSC, WJC, YOG and CoC competitions, the Race/Contest Director, if present, takes the Chair; otherwise, the TD is Chair.

## **6301.1 Members of the Jury**

6301.1.1 Snowboard Alpine events (PGS, PSL, SL, GS, BSL, DBSL) and Parallel Team Events

- the Technical Delegate
- the Referee (Video Control at WC, OWG, WSC, WJC, YOG)
- the Chief of Competition
- the Race Director at WC, OWG, WSC, WJC, YOG

6301.1.2 *For Olympic Winter Games and FIS World Championships in all events additional Jury members*

- Start Referee
- Finish Referee

6301.1.3 For Continental Cup Competitions the Continental Cup Coordinator, when appointed by FIS, will be a member of the Jury as an additional member

## **6301.2 Jury Advisors**

### **6301.2.1 The Technical Advisor**

To support the Jury, FIS can appoint technical advisors without vote for all categories of competitions.

### **6301.2.2 The Connection Coach**

One coach shall be appointed by the Jury as a Connection Coach at the Team Captains' Meeting.

### **6301.3 Jury Channel**

At all competitions entered in the International FIS Calendar, the Jury members and advisors must be equipped with radios. These must function on a single reserved frequency and be free of interference.

## **6302 Race Director**

In all major events (OWG, WSC, WC, CoC, WJC, YOG, and UVS) the FIS Race Director is the chair of the Jury and acts as the Referee. Refer to Race Director's Rule 2009 for detailed information.

At the World University Games (UVS) the FISU Technical Committee Chair, as approved by FIS as Race Director for UVS, has a voting right as a member of the Jury for all competitions

At Continental Cup level competitions (CoC), the Race Director (CoC) is the chair of the Jury. Refer to CoC Rule book for details.

## **6303 Technical Delegate**

The primary duties of the TD

- to make sure that the rules and directions of FIS are adhered to
- to see that the competition runs in a fair manner
- to advise the organisers within the scope of their duties
- to be the official representative of FIS

Refer to Common Section 2008 for detailed information.

## **6304 Chief of Competition**

The Chief of Competition is a member of the Organising Committee and a member of the Jury. Refer to Common section 2004.1 for further information.

In Snowboard Alpine his/her additional duties and responsibilities are:

- Have a close relationship with the hosting resort
- Supervise competition phases
- Oversees the location and exact placement of gate judges in collaboration with the TD/RD.
- Must ensure that all Gate judges are knowledgeable on the task that is required of them.
- Must attend all Snowboarding Alpine Team Captains' meetings

## **6305 Referee**

At lower level events the referee will be appointed by the Jury.

For major events the referee will be appointed by FIS and will act as video controller.

### **6305.1 Duties and Rights of the Referee**

- Inspection of the course and the course setting immediately after it is set, with the Jury.
- Inform the course setter and the Jury members about possible changes,
- Receiving the reports of the start and finish referees and the competition officials about the infractions of the rules and the gate faults at the end of the first run or the qualification and elimination runs, and again at the end of the competition or during the finals.
- Checking, signing and posting the referees minutes in agreement with the TD immediately after each run, on the official notice board and also at the finish hut, a list with the names of the competitors disqualified, the gate numbers where the faults occurred, the names of the gate Judges who noted the faults leading to the disqualifications and the exact time the disqualifications were posted.

### **6305.2 Collaboration with the TD**

The referee must work very closely with the TD.

## **6306 Chief of Course**

Refer to Common Section 2004.2.

## **6307 Competition Secretary**

Refer to General Rule 2004.4

## **6308**

### **Course Setter**

The course setter is designated by the Jury of the competition (if he/she is not chosen by FIS) and announced during the last Team Captains meeting ("draw") prior to the competition. Before setting the course, he/she must conduct an inspection and study of the course in the presence of the Jury and those responsible for the course (the chief of competition and the chief of course).

For Level 1 competitions (WC, WSC, OWG) an additional protocol for the selection of the course setters may apply.

For all competitions the work of the course setters is supervised by the Jury (the RD for major events and WC).

#### **6308.1**

##### **Appointment**

##### **6308.1.1**

For Olympic Winter Games, FIS Snowboard World Championships, FIS Junior World Snowboard Championships, World Cup:

- nomination by FIS (only experienced course setters will be considered).

##### **6308.1.2**

For all other international competitions entered in the International FIS Calendar:

- nomination by FIS or through Jury or Organising Committee.

#### **6308.2**

##### **Rights of the Course Setter**

##### **6308.2.1**

To recommend the introduction of changes in the course terrain and security measures.

##### **6308.2.2**

Availability of a sufficient number of course workers for the setting of the course, so that the Course Setter can concentrate solely on the course setting activity.

##### **6308.2.3**

Be provided all necessary materials by the Chief of Course equipment.

#### **6308.3**

##### **Duties of the Course Setter**

##### **6308.3.1**

In order to set the course appropriately, respecting the terrain, the snow cover and the ability of the participating competitors, the Course Setter conducts a pre-inspection of the competition terrain in the presence of the TD, the Referee, the Chief of Competition, and the Chief of Course.

##### **6308.3.2**

The Course Setter who is setting the competition course should also considering available security measurements.

##### **6308.3.3**

Course Setters must take care to set a symmetrical course so as not to favor goofy or regular stance competitors. There should be no turn between the start and the first gate.

##### **6308.3.4**

Courses must be completely set and ready no later than the start of schedule course inspection so that the competitors are not disturbed during course inspection.

##### **6308.3.5**

The course setting is a task of the Course Setter. They are responsible for adhering to the rules of the ICR and is advised by members of the Jury.

##### **6308.3.6**

The Course Setters must participate in all team captains' meetings at which a report is to be made about the course.

##### **6308.3.7**

The course setters must cooperate with the Jury members.



## **6309 Start and Finnish Officials**

### **6309.1 The Start Referee**

The Start Referee must remain at the Start from the beginning of the official inspection time until the end of training and/or competition and is responsible for the organisation and supervision of the start and observance of all regulations i.e.

- Makes sure that the regulations for the start and the start organisation are properly observed.
- Determines late and false starts.
- Must be able to communicate immediately with the Jury at all times.
- Reports the names of all competitors who did not start, have made a false or late start and informs the Jury of all rule infringements.
- Ensures that reserve bibs are at the start.
- Reports to the Jury competitors whose equipment does not comply with the rules.
- Nominates sufficient Start Referee Assistants, depending on the size, nature and specifics of each competition, to operate start devices, to give start commands, to distribute bibs, to line up competitors at the Start, to control the crowd, to organise the start area and other related activities including manual timing.

### **6309.2 Start Referee Assistants**

Depending on the size of the competition an adequate number of Start Referee Assistants can be nominated.

#### **6309.2.1 Starter**

The Starter is responsible for the warning signal and the start command. They assign the supervision of the competitors to the Assistant Starter and checks that the competitors are wearing their bibs and helmets during Inspection, and Competition. The Starter must be in contact with the Jury.

#### **6309.2.2 The Assistant Starter**

The Assistant Starter is responsible for calling the competitors to the start in their correct order.

#### **6309.2.3 Other Start Assistants**

As many start assistants should be assigned in these roles as needed to ensure good competition flow.

- Crowd control: course access, start coral access
- Start device operations
- Bib distribution (number)
- Hand timekeeper
- Score boards
- organisation of the start area

### **6309.3 The Finish Referee**

The Finish Referee must remain at the Finish from the beginning of the official inspection time until the end of training and / or competition and is responsible for the organisation and supervision of the Finish ensuring that all regulations relating to it are properly observed.

- Supervises the Finish Referee Assistants, the timing and the crowd control in the Finish area.
- Must be able to communicate immediately with the Jury at all times.
- Reports the names of all competitors who do not finish and informs the Jury of all rule infringements.
- Nominates sufficient Finish Referee Assistants, depending on the size, nature and specifics of each competition

- supervise the correctness of passage across the finish line, the finish order of competitors, and other occurrences like DNS, DNF, DSQ and other rulings.
- receive protests in the finish area. The Finish Referee must report all protests immediately to the Jury.

#### **6309.4 The Finish Referee Assistants**

Depending on the size of the competition an adequate number of assistants have to be nominated.

#### **6309.5 Other Finish Assistants**

As many finish assistants should be assigned in these roles as needed to ensure good competition flow and to help determine the finish order of the competitors. The Finish Official assists the Jury with, DNS, DNF and DSQ rulings.

- Crowd control
- Finish line
- Bib collector
- Hand timekeeper
- Score boards
- organisation of the finish area
- Mixed Zone

### **6310 Competition Staff**

#### **6310.1 Chief of Gate Judges**

The chief gate judge organises and supervises the work of the gate judges. He/she designates the gates each will supervise and places them in position. At the end of the 1st run and the end of the competition he/she will collect the gate Judges control cards for delivery to the referee. He/she must distribute, in good time, to each gate judge the material that they need (control card, pencil, start list, etc.) and be prepared to offer assistance either to help keep the spectators off the course or to help maintain the course, etc. He/she must make sure that the numbering and the marking of the gates is done within the required time.

#### **6310.2 The Gate Judge**

Gate Judges are placed appropriately on the entire length of the course so to provide for a full visual reference of all gates. A gate judge will be responsible for the supervision of one or more gates. A gate judge must observe accurately whether the passage of the competitor was correct through his/her area of observation reporting in writing and/or immediately by radio any gate faults or breaches of the rules. He/she must also fulfil a number of other important functions, all of which are described in detail under article 6403 Gate judging.

All gate Judges must be familiar with the rules governing a Snowboarding Alpine Competition and in particular those rules governing DSQ, DNF.

#### **6310.3 Course Preparation and Maintenance**

##### **6310.3.1 *Color Crew***

There must be a dedicated crew on skis that have the duty and purpose to work in close connection with the Jury and Chief of Course, by colouring with appropriate colour pumps or similar all relevant parts of the course in order to open and execute each competition phase with appropriate course conditions.

Based upon the course, weather and snow conditions colouring techniques will vary as well as the number of colour crew.

They are under the control of the Chief of Course and/or chief of competition.

6310.3.2

*Sideslip Crew*

There must be a dedicated sideslip crew on skis and/or snowboards that has the duty and purpose to work in close connection with the Jury and Chief of Course in order to maintain all parts of the course and be able to open and execute each competition phase with appropriate course conditions.

Based upon the course, weather and snow conditions slide-slipping techniques will vary as well as the number of slide-slippers.

They are under the control of the Chief of Course and/or chief of competition.

6310.3.3

*Course Maintenance Crew & Gate Worker*

There must be a dedicated crew that has the duty and purpose in close connection with the Chief of course, to help maintain all parts of the courses like snow removal, gates replacement, safety equipment adjustments and/or replacements in order to be able to open and execute each competition phase whilst ensuring appropriate course conditions.

The number of course maintenance crew & gate worker shall be sufficient for the timely maintenance of all courses. They are in tight connection with Chief of Course. When number of crew members allows, the course maintenance crew shall be divided within sections on the course.

**6310.4**

**Medical Team**

Refer to medical guidelines and general rule section 2004.5 & 2004.6 for further information.

**6310.7**

**Forerunners**

6310.7.1

The organiser is obliged to provide at least two qualified forerunners.

In extraordinary conditions, the Jury may increase or decrease the number of forerunners. The Jury may designate different forerunners for each run or phase.

6310.7.2

The forerunners must wear forerunner's start numbers (bibs) and all FIS required equipment.

6310.7.3

The nominated forerunners must command sufficient riding/skiing ability to cover the course in a racing fashion.

6310.7.4

Competitors suspended for disciplinary reasons cannot be named as forerunners.

6310.7.5

The Jury determines the forerunners and their start order. After an interruption of the competition additional forerunners may be authorised as needed.

6310.7.6

The times of the forerunners may not be published.

6310.7.7

Upon request, the forerunners shall report to members of the Jury regarding the snow conditions, the visibility and the course line.

**6311**

**Chief of Results**

Refer to General Rule 2004.3

The following officials are under his/her responsibilities:

- Chief Timekeeper
- Chief of Calculations

## **6311.1 Chief Timekeeper**

The Chief Timekeeper is responsible for the accuracy of the timing. The times must be made available to the Competition Secretary and the Chief of Results for immediate calculation and publication of results. They are also responsible for recording of data. The Chief Timekeeper may select assistants

### **6311.1.1 *The Assistant Timekeeper***

Two Assistant Timekeepers operate stop watches according to art. 2020.2.4. One Assistant Timekeeper maintains a complete record with the registered times of all competitors.

## **6311.2 Chief of Calculations**

The Chief of Calculations is responsible for the timely and accurate production of results. The Chief of Calculations supervises the immediate posting (see 2020 and 6206.2) and duplication of start lists, brackets, unofficial results and the publication of official results after expiration of the protest interval, or after any protests have been dealt with.

The Chief of Calculations is supervised by the Chief of Results, works closely together with the Competition Secretary (2004.7) and may select assistants.

## **6400 Gate & Finish Control**

### **6401 Gate Passage**

6401.1 A gate has been passed correctly when the competitor has at least the front foot fixed in the bindings on the board and the entire board crosses the gate line outside the turning pole (Stubby). In case of a fall, the competitor must pass through the turning gate line.

6401.2 The gate line in triangular banner Slalom, Parallel Slalom, Giant Slalom, Parallel Giant Slalom, Banked Slalom and Parallel Banked Slalom is the line formed by the outside pole to the turning pole (stubby) and extended into the course.

6401.3 In the event that a competitor removes a pole from its vertical position before the competitor's board and both feet have passed the gate line, the board and feet still must pass the original gate line (dye marking in the snow). In the event that a gate pole or stubbie is missing the competitor is obligated to turn around the original placement mark to be considered as having passed the gate correctly.

#### **6401.4 Interdiction to Continue after a Gate Fault**

If competitors miss a gate and does not go back to pass it correctly, they no longer have the right to pass through further gates and should abandon the course as soon as possible.

If competitors fail to comply with this prohibition, they can be sanctioned by the Jury, which sanction may include disqualification and / or a monetary fine.

It will be presumed that competitors were aware of their fault if they passed two or more gates incorrectly and obviously deviated from one of the possible correct passages gate lines.

### **6402 Responsibility of the Competitor**

6402.1 A competitor may in the case of an error or a fall, question the gate judge. The gate judge, where possible, must inform the competitors if they have committed a fault that would lead to a sanction / disqualification.

- 6402.2 In either case with a clear, decisive voice, the gate judge answers the competitors' question or informs them with one of the following words:
- »Go!« if the competitor should expect no sanction / disqualification, since the gate judge has determined that the gate passage was correct;
- »Back!« if the competitor may expect a sanction / disqualification.
- 6402.3 In principle the gate judge speaks these words in the language of the host country. The competitor should learn these expressions and it might be useful to announce them at a team captains' meeting.
- 6402.4 The competitors themselves are fully responsible for their actions and in this respect they cannot hold the gate judge liable.

## **6403 Gate Judging**

### **6403.1 Gate Judges Protocol**

Every gate judge receives a gate judges protocol with the following information:

- Name of the gate judge
- Number(s) of the gate(s)
- Designation of the run (1<sup>st</sup> or 2<sup>nd</sup> / Qualification or Final)

- 6403.1.1 If a competitor does not pass a gate (or a gate dye mark) correctly according to 6401 Gate Passage the gate judge must mark the following immediately on the gate Judges protocol in the columns provided:
- The (bib) start number of the competitor.
  - If the gate judge is responsible for more than one gate, then the gate number where the fault was made.
  - The letter F (Fault).
  - A drawing of the fault committed (sketch map – absolutely required).

### **6403.2 Gate Judging – General**

- 6403.2.1 The gate judge must watch that the competitor accepts no outside help (e.g. in the case of a fall). A fault of this nature must likewise be entered on the gate Judges card.
- 6403.2.2 Each gate judge must have a thorough knowledge of the competition rules and must follow instructions of the Jury.
- 6403.2.3 When an adjacent gate judge, a member of the Jury or an official video controller makes a report concerning a competitor which differs from the notes of the gate judge in question, the Jury will freely interpret these notes in view of a possible sanctioning of a competitor or of a decision concerning a protest.
- 6403.2.4 The decision handed down by the gate judge must be clear and non-partisan. In case of doubt, the gate judge should hold to the principle, "give the benefit of the doubt to the competitor".
- 6403.2.5 The gate judge must declare a fault only when he/she is convinced that a fault has been committed. In case of a protest, he/she must be able to explain clearly and definitively how the fault was committed.
- 6403.2.6 If the gate judge is in doubt whether a fault has occurred, he/she can consult the adjacent gate judge in order to confirm their notes. He/she can even request via a member of the Jury that the competition be briefly interrupted, so that the tracks on the course may be checked.
- 6403.2.7 The opinions of the public cannot be allowed to influence their judgment. Gate judges must form their own opinion.

- 6403.2.8 The responsibility of the gate judge begins with the approaching of the competitor to the first gate he/she controls and ends when the competitor has passed through the last gate under their jurisdiction.
- 6403.2.9 In accordance with the instructions given by the Jury, the Chief Gate Judge (or his/her assistant) collects all the gate judges protocol. He/she then passes them on to the Referee.
- 6403.2.10 Each gate judge who has recorded a disqualifying / sanction fault or who has been witness to an incident leading to a provisional re-run must be available to the Jury until after the settlement of any protests.
- 6403.2.11 It is the responsibility of the Technical Delegate to dismiss a gate judge who is waiting to be called by the Jury.
- 6403.2.12 The gate judge must choose or be placed in an isolated secure location. Maintain sufficient distance from the competition course, so that competitor(s) will not be hindered in any way during their run.
- It is recommended that for identification purposes gate judges should be issued and wear bibs.
- 6403.2.13 The organiser is responsible for having a sufficient number of competent gate judges available. The organiser may have them assembled, if necessary, for final instructions in the presence of the Chief Gate Judge. If needed, the TD can participate in this session.
- 6403.2.14 The gate judge should be in their position well before the start of the competition.
- 6403.3 Supplemental Duties of the Gate Judge**
- Gate judges may complete these supplemental duties; Replace knocked out gate poles in their exact positions, replace torn or missing flags, maintain and repair their gates of the course, keep the course clear.
- 6403.3.1 Replace broken gate poles according to colour (blue or red), the pieces of broken poles must be stored in a way that will not endanger competitors or spectators
- 6403.3.2 If competitors are hindered during their run, they must immediately leave the competition course and report this to the nearest gate judge. The gate judge must enter the circumstances of the incident on the gate judges' protocol and have this available for the Jury at the end of the 1<sup>st</sup> or 2<sup>nd</sup> run. The gate judge must request the competitor in question to report immediately to the Referee or another Jury member.
- 6403.4 Support of the Gate Judge**
- 6403.4.1 The organiser should supply a number of replacement gate judges who could replace gate judges during a competition (or for the second run) should there appear to be any need for replacement.
- 6403.4.2 At particularly difficult places where poles are often knocked down or broken, it is advisable that a gate worker be assigned to help the gate judge.
- 6403.4.3 Enough replacement poles of the right colours. These replacement poles must be stored and placed far enough from the course so as to not confuse the competitors. The replacement poles should be planted obliquely in the snow, pointed ends down so as not to be a security issue and, if possible, with a banner or flag already attached.
- 6403.4.4 All gate judge must be equipped with radios to ensure communication to the Finish Referee during the entire competition, or one more official (judge) appointed by the Jury may be located along the course to notify the jury on this matter.

## **6404 Immediate Announcement of Sanctions / Disqualifying Faults**

- 6404.1 In parallel competitions the gate judge must immediately signal a disqualifying fault.
- 6404.2 The immediate indication of a disqualifying fault can be made in the following ways:
- 6404.2.1 In good visibility by raising a flag of a particular colour.
- 6404.2.2 In bad visibility or fog, by a sound signal.
- 6404.2.3 By other means as provided by the organisers and approved by the Jury.
- 6404.3 The immediate announcement does not relieve the gate judge from recording all incidents on the gate judges' protocol.
- 6404.4 Gate Judges are required to make themselves available to the Jury and provide information to the jury members as requested.

## **6405 Crossing the Finish Line**

The finish line must be crossed:

- with at least one foot attached to the board
- with both feet in case of a fall in the immediate finish area. In this case the time is taken when any part of the competitor's body or equipment stops the time-keeping system.

## **6406 Video Control**

When the organiser has the technical installation for an official video control, the Jury will appoint an official Video Controller. The duties of the Video Controller are to observe the competitors passage on the course. The official video controller shall report all incidents to the Jury with recommendation for disqualification / sanction.

At all International Calendar races, a video or film control is recommended.

In upper-level FIS competitions (OWG, WSC, WC, YOG and WJC) the use of video judging/control for SB Alpine competitions is mandatory.

At major events (OWG, WSC, WC, WJC and YOG) a minimum of two screens in adequate size and resolution quality must be available in the video control location. The live Feeds from the TV production as well as slow-motion images from at least two camera angles of the entire race course are to be provided (refer also to TV Broadcasting Manual). Ideally the Video controller has a separate device available for reviewing. Monitors with the live feed are also required at the start and as well at the Race Director position on the slope.

## **6500 Competition Formats & Heat Description**

### **6501 Single Format - Two runs**

A single format event (no parallel riding) must always be decided by two runs on two different courses. Whenever possible, both runs should be held on the same day.

#### **6501.1 Limitations in the Second Run 2106.2**

The second run may be held on the same slope, but the gates must be reset. The top 15 female and the top 25 male finishers of the first run are qualified for the second run. At Continental Cup and lower level competitions the Jury may allow

45 men and 25 women to start in the second run if time permits. This must be announced no less than 1 hour before the start of the first run.

The top 15 women and the top 15 men will start in the reversed order of their first run's result. The remaining competitors will start in order of their results of the first run.

## **6502 Best of formats**

These formats are recommended for all level single Banked Slalom and may optionally be used for single events (SL, GS) on lower Competition Level C.

### **6502.1 best of 2**

All competitors ride the same course twice. The fastest run from the 2 from each competitor will be used to determine the ranking.

### **6502.2 2 best of 3**

All competitors ride 3 times the same run. To determine the ranking the best 2 runs of each competitor will be added.

## **6503 Dual Format**

All competitors are sorted according to their better WC / CoC / FIS (points) rank, except a random draw for the top 16. Each competitor has one timed run – odd numbers (1,3,5,...) on red course, even numbers (2,4,6,...) on blue course.

All ranked women and men on the red and all ranked women and men on blue make a change of the course.

The starting order should be according the result from the 1st run

Final Result: The time of both runs will be added together ("one red run and one blue run").

## **6504 Parallel Events**

### **6504.1 Parallel Qualifying System**

The course is set parallel from the beginning. These courses are the same or similar to the parallel final courses.

This Qualification system consists of two runs that whenever possible should be held on the same day

#### **6504.1.1 1st run - Qualification Run**

Each competitor has one timed run: odd numbers (1,3,5,...) on red course, even numbers (2,4,6,...) on blue course.

The top 16 ranked competitors of each course advance to the Elimination round.

If there is a tie for the 16<sup>th</sup> place in the first qualification run all tied competitors will start in the elimination run.

In case of a tie between competitors advancing from qualification run to elimination run the worse seeded competitor will be ranked better.

#### **6504.1.2 2nd run – Elimination Run**

The start order of the second run will be the reverse order of the results of the first run of each course. Competitors will exchange their course (red competitors of first run will compete on blue course on second run and vice-versa)

The final results after the elimination run will be the total time of the two runs. The top 16 competitors with a valid time per gender advances to the final phase.



If two or more competitors advancing to the final phase, including ties for the last eligible position for the finals (4<sup>th</sup>, 8<sup>th</sup>, 16<sup>th</sup>) after two qualification runs are tied, the ties will be broken by the best run of two. If they are still tied the tie will be broken by the seeding position. The competitor with the worse seeding position will receive the better rank.

**6504.1.3**

***Small competitor fields***

In case of smaller fields than 32 competitors the Elimination round may be done with 8 competitors per course (16 in total).

**6504.2**

**Separate Qualifying**

**6504.3**

**K.O. Finals / Direct “Knock-Out”**

**6503.3.1**

*A parallel final consist of:*

- 1/8-finals
- 1/4-finals
- 1/2-finals
- small and big finals

**6504.3.1.1**

1/8-finals

The winners of the 1/8-finals heats qualify to the 1/4-finals.

**6504.3.1.2**

1/4-finals

The winners of the 1/4-finals heats qualify to the 1/2-finals.

**6504.3.1.3**

1/2-finals

The winners of the 1/2-finals heats qualify to the big final. The losers of the 1/2-finals heats qualify to the small final.

**6504.3.1.4**

Small and Big Finals

The winner of the big final will be ranked 1<sup>st</sup>. The loser of the big final will be ranked 2<sup>nd</sup>.

The winner of the small final will be ranked 3<sup>rd</sup>. The loser of the small final will be ranked 4<sup>th</sup>.

**6504.3.1.5**

In case of small competitor fields (6504.1.3), a Final with only 8 men and 4 women is allowed.

The Jury needs to announce this at the Team Captains meeting before the competition.

**6504.3.1.6**

Places 5 to 8 and places 9 to 16 are determined by the times of the qualification run(s). In any case, competitors who have qualified for a certain group will remain in this group even if their qualification time was slower than one or more of the qualification times for competitors eliminated in a lower group.

e.g.: Once a competitor is qualified for inclusion in the top 8 the competitor will remain in the top 8.

**6504.3.1.7**

Did not start (DNS) in Parallel Finals

If a competitor does not start in the eighth or quarter final, they will be automatically ranked in the 16<sup>th</sup> (eighth final) or 8<sup>th</sup> (quarter final) position. If two or more competitors do not start, the (DNS) competitors will be ranked on (15/16<sup>th</sup>) and (7<sup>th</sup>/8<sup>th</sup>) place according to their qualification times (and so on with three (3) or more DNS competitors).

If a competitor does not start in the first run see 6702.4.3.

In a re-run format only: In case of no start in the first run in the small or big final the other competitor must start once to gain the penalty advantage for the second run.

### 6504.3.2

#### *2 Runs KO final format*

Each pair of competitors has to make two runs. The competitors change courses for the second run. The time difference between the two competitors at the finish line will be registered.

After the second run the time differences of the two runs will be added. The competitor with the lower time difference of the two runs will advance to the next round. The maximum time difference per run is the calculated penalty time, max. 1.5 sec. If the time difference of both runs is tied, the winner of the second run will advance to the next round.

(If a delayed start gate is used and if two competitors are tied crossing the finish line of the second run, the competitor who lost the first run will be the winner).

A competitor who does not finish or is disqualified in the first run, starts the second run with a 4 % (max. 1,5 sec.) penalty (see art. 6504.3.2.3 Penalty time).

If competitors are tied in each of both runs, the competitor with the fastest qualification time advances to the next round.

In the case where both competitors have the same qualification time (=combined time of qualification run and elimination run), the tie is broken as for rule 6504.1.4.

A competitor who does not start (DNS) the first run receives the penalty time. When both competitors do not start in the first run, the competitor who wins the second run advances automatically. When both competitors do not start in the second run, the competitor who won the first run, advances automatically. Additionally, when one competitor is a DNS and the other competitor in a pair is a DSQ, the competitor who did not start will receive the penalty for the first run, in the second run the competitor who started (but DSQ'd) will advance.

### 6504.3.2.1

#### *Pairings for Parallel Finals – Two Run Format*

8 resp. pairs are formed as follows using the results of the Qualifications:

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

### 6504.3.2.2

#### *Starting Order*

For each pair the competitor which is listed first or respectively on top of the pairing will do his/her first run on the red course. Following the order in the table, from top to bottom, all groups competition in succession. For the second run the competitors change courses. All runs in the parallel final are done using this system.

### 6504.3.2.3

#### *Penalty Time*

The Penalty Time will be calculated using the best time of the qualifications for both women and men. A 4 % penalty of this time, with a maximum of 1.5 seconds, will be used in the parallel finals.

In all cases the maximum time difference for the first run of each pairing can never be higher than the penalty time. I.e. the actual time difference is 3 seconds, the penalty time is 1.5 seconds, then the second run will be started with a handicap of 1.5 seconds for the loosing competitor of the first round.

If both competitors are tied after the second run by their respective penalty times the competitor who wins the second run advances to the next round.  
 If both competitors are disqualified in the second run at the same gate, the competitor who won the first run advances to the next round.

#### 6504.3.2.4

##### *IRM with Re Run*

The competitor who is disqualified or does not finish the first run of a round will start in the second run with a penalty time.

The competitor who is disqualified or does not finish / abandons in the second run is eliminated.

In case both competitors do not finish, the competitor that passes the most gates:

first run: wins the first run with penalty time

second run: advance to the next round

If both competitors do not finish the course, stop or fall or were disqualified at the same gate, the tie will be broken according to 6504.3.2 Runs KO final format. In Big and Small Final the tie will not be broken.

#### 6504.3.3

##### *Single Run Knock-out Final Format*

Each pair of competitors has to make only one run.

The competitor with the better qualification rank can choose either the red or blue course. The selection must be made no later than when the competitor enters the start platform.

In case one or both competitors do not complete the course, the competitor that has completed more gates will advance to the next round.

If both competitors do not complete the course at the same gate or are tied on the Finish Line, the competitor with the worse qualification rank advances to the next round. In Small and Big Finals ties at the same gate or on the finish line will not be broken.

In major events, WC, WSC and OWG the tie on the finish line will be broken by the first part of the body that crosses the finish line. (Finish line camera)

#### 6504.3.3.1

##### *Pairings for Parallel Finals – Single Run Format*

8 resp. pairs are formed as follows using the results of the Qualifications/Seeding:

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

## 6600

## Phases & Procedures

## 6601

## Entry

The procedure and timelines of the entry system are described in the general FIS rule section Refer to 215

- 6601.1 Age Limits**  
In all FIS competitions age limits are applied in order to be able to participate at the various levels of events.  
Refer to general section 2013.6
- 6601.2 Quota**  
In all FIS competitions quota restrictions are applied based upon the type and level of event.  
Refer to the quota sheets of the various levels and types of competition.
- 6602 TC Meeting**
- 6603 Announcement of the Format**  
The used Qualification Format, Final Format and used Bracket size must be announced at the draw meeting.  
The used formats are selected by the jury and may vary from the format published in the invitation.  
In case of force major the jury can change the format but has to announce it before the inspection starts.
- 6604 Draw/Start Order**  
Refer to 217, 2018, 2019 and 2020.
- 6604.1 Seeding**
- 6604.1.1 The most current FIS points list valid on the date of the draw must be used for the seeding of competitors. The competitors will be sorted into rank order of the current FIS points list. A competitor who does not appear in the last valid FIS points list shall be assigned to that group of competitors without points.
- 6604.1.2 At Continental Cup the competitors will be sorted into rank order of the respective Continental Cup Standing List or event FIS Points List whichever rank is better until place 32 of the seeding list. From place 33 onwards the athletes will be sorted in descending order of their FIS points. On the first Continental Cup competition of the season the Continental Cup Final Ranking from previous season will be taken into consideration.  
If the competitors are tied, the better rank in the Cup Standing List will decide their position. If they are still tied the better rank in the FIS Points List will decide their position. If they are still tied their position will be decided by a draw.
- 6604.1.3 At World Cup, World Championships and Olympic Winter Games the competitors will be sorted into rank order of the respective event World Cup Starting List (WCSL) until place 32 of the seeding list. From place 33 onwards the athletes will be sorted in descending order of their FIS points.  
If two or more competitors are tied, their ranks in the FIS points list will decide their position. If they are still tied their position will be decided by a draw.
- 6604.1.4 The first group will consist of 16 and can be reduced if there are less than 30 competitors as determined by the Jury.  
  
A random draw will take place for the first group. The remaining competitors will be seeded according to their seeding criteria rank described in previous rules 6604.1 -3. All competitors without points will be drawn.

- 6604.3 Starting Order in Extraordinary Conditions - “Snow-Seed” (Excluding First Seed)**  
In extraordinary conditions, the Jury may change the starting order (when snowing, etc.). A group of at least 6 competitors per course, nominated in advance, start before start number 1. These 6/12 competitors are drawn from among the last 20% of the start list. They will start in reverse order of their start numbers. This rule is not applied when the organiser provides at least six qualified forerunners.
- 6604.4 Bib Distribution**  
Starting Bib Distribution: The starting numbers (bibs) will be distributed according to the starting order (6604.1.3).
- 6604.4.1 Finals Bibs at Major Events*  
The bib numbers will be divided in finals-bibs and training/qualification-bibs. The bib numbers for the finals have to match the qualification/seeding ranking (e.g. 1-16,...) and get distributed accordingly. In case there is no separate bib numbers-set available for the finals, the bibs ought to be held back for the finals. The qualification bibs should then get distributed starting with the first number out of the final bibs (e.g. 17, 18,...) The Organiser can also choose to use this system at lower level events.
- 6604.4.2 Forerunners Bibs*  
Four (4) separate Forerunners (F1-F4) bibs should be provided by the organiser.
- 6605 Course Setting**
- 6605.1 Course Setting Assistance**  
During the courses setting assistance must be provided for the course setter, at a time to be fixed by the Jury, so that they can concentrate on the actual course setting and not be distracted by fetching poles, etc.
- 6605.2 Course Setting Equipment and Material**  
The Chief of Course equipment must provide enough of the following equipment, according to the expected amounts of gates and an adequate number of spare parts
- enough blue and red poles (long poles and stubbies)
  - a corresponding number of flags, divided by colours
  - drills, gate-keys, etc.
  - a possibility to mark the gates with individual numbers
  - colouring for marking the position of the poles.
  - measuring tapes/ropes for parallel events (the RD for major events and WC)
- 6605.3 Inspection of the Slope**  
This inspection must be carried out by the Course Setter before they set the course. The slalom should correspond to the average ability of the first 30 competitors.
- 6605.4 Gates**  
A slalom gate consists of one stubby flex pole (turning pole) and one long slalom flex pole (outside pole) which are connected with a triangular gate flag (see also art. 6202 Gates).
- 6605.4.1 Triangular Banners Position*  
All gates with triangular banners must be set in a right degree angle (90°) to the general fall line of the course.

Consecutive gates must alternate in colour. Banana Gates have the same colour for both gates.

**6605.4.2**      *Marking of the Gates*

The positions of the gate poles may be marked with an easily recognizable colouring substance which remains visible throughout the entire competition.

**6605.4.3**      *Numbering the gates*

The gates must be numbered from top to bottom of the course and the numbers attached to the outside pole. Start and finish are not counted or considered as gates.

**6605.5**      **Setting of Courses (Single and Parallel Format Events)**

In setting a course the following principles should be observed:

- Avoidance of monotonous series of standardized combinations of gates
- Gates, which impose on competitors sudden or sharp braking, should be avoided, as they spoil the fluency of the run without increasing the difficulties a modern course slalom should have.
- It is not advisable to set difficult figures either right at the beginning or end of the course. The last gates should be rather fast, so that the competitor passes the finish at a good speed.
- The slalom poles should be drilled or rammed in by the Chief of Course or his/her designated assistants immediately after they have been set, so that the course setter can supervise the operation.

**6605.5.1**      *Last 2 Gates*

In setting the course with gates, particular attention shall be paid to directing competitors across the finish on a natural line adapted to the terrain. The last two gates should direct the competitors in a good natural line and speed into the finish. Ideally leading the competitors entering in the middle of the finish line.

**6605.6**      **Single Format Events**

The course of the 2nd run might be set beside the course of the 1st run in case there is enough space.

The first run should be set the day before the competition. Both runs can be set on the same course but the second run must be re-set.

**6605.6.2**      *Setting Giant Slalom, Slalom or Banked Slalom*

In setting a single course the following principles should be observed:

**6605.6.2.1**      *The First Gate*

The First Gate should be set straight out of the start gate and in an adequate distance to the start gate, in order to allow for starting and riding stable on the plane board before enough speed is generated for turning on the edge without getting unbalanced.

**6605.6.2.2**      *Symmetrical Course Set*

A course should be set "symmetrically" so as not to favor goofy or regular competitors. If setting double gate combinations (bananas) the same number for goofy and for regular competitors should be set (exceptions are possible if the slope/terrain requires).

**6605.6.2.3**      *Fluent Riding*

Skillful use of figures (vertical gates, "transfer gates", rhythm changes...) providing course and rhythm variety, but at the same time allowing for fluent riding throughout the entire course. Figures can be set, but mainly on uninteresting terrain.

- 6605.6.2.4 **Exploiting the Terrain**  
A course should exploit the terrain to the utmost and present a variety of long, medium and small turns. The competitors should be free to choose their own line between the gates, which must not be set down the fall-line of the slope. The full width of a hill should be used wherever possible.
- 6605.7 Setting of Parallel Events**
- The left course (looking from the top) will be set with red poles and red triangular gate flags and the right course will be set with blue poles and blue triangular gate flags. Gates 6202ff.
- In special circumstances (e.g. sponsor colours in major events) the Jury can confirm colour variations, which should remain in the colour ranges of red (orange, pink, etc.) and blue (black, green, etc.).
- 6605.7.1 **Distance between the two Courses**  
The equidistance between two corresponding course markers (from turning pole to turning pole) must be for:
- |      |                 |
|------|-----------------|
| PSL  | 8 to 10 m       |
| PGS  | 9 to 12 m       |
| DBSL | refer to 6102.3 |
- If the distance in between the start doors is less than the required course distance it is possible to adjust the first part of the course (the 3rd-5th gates) to reach the decided course distance.
- The first gate (red and blue course) should be set the same distance apart (9m) as the start gates and straight in the fall line.
- 6605.7.2 The same course setter establishes the courses and makes sure they are identical and parallel. He/she must ensure that the course flow is smooth and that there is variety in the curves (very pronounced curves) and that the course causes rhythm changes. In no case should this event resemble a long straight run from top to bottom.
- It is permitted to set double and triple combinations.
- 6605.7.3 The distance between the nearest poles of two successive gates in the same turning direction ("banana gates") must be set with the same colour gates and flags. The gates must be set so that the competitors can distinguish them clearly and quickly even at high speed. The banner of a gate should be set at right angles to the racing line.
- 6605.7.4 The first gates should be set straight out of the start gate and in an adequate distance to the start gate, in order to allow for starting and riding stable on the plane board before enough speed is generated for turning on the edge and not offering any advantage or disadvantage for one of the two competitors.
- If setting double gate combinations (bananas) the same number for goofy and for regular competitors should be set (exceptions are possible if the slope requires).
- 6605.7.5 If single run format is used for finals, a course reset must be made after the elimination run if the time difference between the two courses is 0.75% or more (measured with the average time of the six fastest male competitors on both courses in the elimination run).
- The reset (e. g. number of gates) is open to the competition Jury's discretion, aiming for a fair and even competition.

**6605.8****Checking the Course(s)**

The Jury must check that the course is ready for inspection and / or competition once the course setter has set it, paying special attention that:

- The slalom poles are firmly rammed in.
- The gates are in the right colour order.
- The position of the poles is marked.
- The numbers are in the right order on the outside poles.
- The poles are high enough above the snow.
- The two slalom courses are far enough from each other to avoid misleading the competitors.
- The fencing of each course is far enough from the slalom poles.
- Obstacles at the edge of the course are either removed or neutralized.
- The last gate before the finish directs the competitors to the middle of the finish.
- The reserve poles are correctly placed not to mislead the competitors.
- Start and finish are in accordance with art. 6103 Start and art. 6105 Finish Area.

**6606****Course Inspection/Training**

6606.1

The course will remain closed for training on the day of competition except for the official training in Banked Slalom (ref 6606.5).

6606.2

The competitors are allowed a minimum of 10 minutes to inspect the parallel courses (qualification and finals).

6606.3

The course should be in final competition conditions from the time the competitors' inspection starts and the competitors must not be disturbed during the inspection by workers on the course. The Jury decides the method of the inspection. Competitors must carry their start numbers and have them visible. They may not ride down the prepared course or through the gates. They may inspect slowly sliding down alongside or inside the course as directed by the Jury. They are not permitted to enter the course on foot without being attached to their board. Competitors are not allowed to "shadow ride" the course.

6606.4

While Inspection is open coaches and competitors are not permitted to block the race line in order to allow all competitors and coaches to properly inspect the race line.

6606.5

At least one training run prior to the actual competition is mandatory in Banked Slalom.

**6607****Start Procedure & Commands**

No official or attendant who could possibly give an advantage to or disturb the starting competitors may be behind them. All outside help is forbidden. By order of the starter, competitors must take their place behind the wand or start mechanism. The starter must not touch the competitor at the start. Pushing off from the start posts or other similar aids is allowed.

**6607.1****Start Intervals**

In Giant Slalom, Slalom, competitors will normally start at regular intervals in between 30–60 seconds. The Jury may fix different intervals.

In parallel events the start takes place at irregular intervals. The Chief of Competition, the Race Director or an official appointed by the Jury tells the starter when each competitor should start. A competitor on course needs not to be through the finish line before the next competitor can start.



- 6607.1.1 *Special Start Intervals*  
The start interval may be changed under the following conditions:
- 6607.1.1.1 To meet TV transmission broadcast requirements the Jury may consider a request to allowing increasing of the start interval.
- 6607.1.1.2 The start interval for the first 25 competitors (Bib group 1–25) may be 120 seconds maximum.
- 6607.1.1.3 The start interval may not be less than 30 seconds in giant slalom.
- 6607.2 Start Signals & Commands**
- 6607.2.1 *Signals & Commands Single Events*  
For all single timed events (GS, SL, & Qualification PGS, PSL) the start signal is as follows:  
Ten seconds before the start, the starter will tell each competitor »Ten Seconds». Five seconds before the start, he/she shall count »5, 4, 3, 2, 1» and then give the start command »Go – Partez – Los».
- If possible, an automatic audible signal is to be used. The starter will let the competitor see the start clock.
- 6607.2.2 *Signals & Commands Parallel Events*  
Before the starter gives the command – “Go” or a single audible signal, he/she must first ensure that the competitors are ready by asking: “red course ready, blue course ready, attention”.  
“Riders ready” only can be used in connection with an audible command (series of short beeps followed by one different (louder or longer) starting beep when doors open).
- 6607.3 False Start**  
In competitions with a fixed start interval the competitor must start on the start signal. The start time is valid if it occurs within the following limits: 5 seconds before and 5 seconds after the official start time. A competitor who does not start within that space of time will be sanctioned.
- The Start Referee must inform the Jury of the start numbers and names of the competitors who made a false start or have contravened the starting rules.
- 6607.3.1 *Disqualification will take place:*  
When a competitor manipulates the starting gates  
When a competitor’s board (entire body counts if a western style start gate is used) passes the starting line (vertical plane) before the final starting signal has been given (audible and/or visible).
- 6607.4 Malfunction of the Start Gate at Parallel Events**  
If one or both starting machine gates have clearly been blocked because of technical malfunction, without the competitor touching the gate before the starting signal was given, the start must be repeated.
- 6607.5 Delayed Start**
- 6607.5.1 *Delayed at the Start Qualification and Single Format*  
It is mandatory for the competitors to use the dedicated transportation system from the finish back to the start zone.

A competitor who is not ready to start on time will be sanctioned. The Start Referee may, however, excuse such a delay if, in his/her opinion, the delay is due to “force majeure”.

For example, breakdown of a competitor's personal equipment or minor sickness of a competitor does not constitute “force majeure”.

In case of doubt, the Start Referee may allow a provisional start, which start must be confirmed or denied by the Jury.

The delayed competitors may start accordance with the decision of the Start Referee. The start referee informs the Jury as to when (after which start number) a delayed competitor is starting.

The Start Referee makes the decisions after consultation with the Jury and must record the start numbers and names of competitors who were sanctioned by not being allowed to start because of late appearance, or who were allowed to start in spite of late appearance, or who were allowed to start provisionally.

#### **6607.5.2** *Delayed at the Start at a Knock out Final*

It is mandatory for the competitors to use the dedicated transportation system from the finish back to the start zone (lift, snowmobile).

A competitor who is not ready to start on time will be a DNS.

In case of a “force majeure” the Start Referee may allow for a minor delay. An acceptable “short” delay might be evaluated as such in relation to the race level (e.g. up to 60 sec. in a major competition live TV broadcast, vs. Finals on a FIS level competition), but after consultation with the Jury. For example, breakdown of a competitor's personal equipment or minor sickness of a competitor does not constitute “force majeure”, whilst an evident lift transportation issue or broken snowmobile might get considered as such.

In case of a DNS the Start Referee must record the start numbers and names of competitors who were DNS by not being allowed to start because of late appearance.

## **6608 Penalties, Sanctions & Disqualifications**

### **6608.1 Penalties / Sanctions**

For general conditions of sanctions Refer 223.

Sanctions can be made if the competitor:

6608.1.1 goes through a gate or practices turns parallel to those required by gates on a course.

6608.1.2 continues the competition after committing a gate fault.

### **6608.2 Disqualifications**

Reasons for DSQ:

- fails to cross the gate lines with at least one foot buckled to the board.
- fails to cross the finish in accordance with the art 6405 Crossing the finish line.
- false start (art. 6607.3 False Start)
- in parallel finals disturbing opponent,
- incorrect gate passage

## **6609 Special Procedures**

### **6609.1 Interruption of a Competition**

If an interrupted run cannot be finished on the same day, it is to be treated as a terminated run.

#### *6609.1.1 Interruption by the Jury*

6609.1.1.1 To allow for course maintenance, the times and durations of any interruption(s) should be announced immediately.

6609.1.1.2 For unfavorable or inconsistent weather, security and snow conditions.

- The competition will to be restarted, as soon as the Jury determines that the work on the course has been finished and if the weather and snow conditions are such that a proper competition can be assured.
- A repeated interruption of the competition ordered for the same reason(s) should lead the Jury to consider termination of the competition.

#### *6609.1.1.3 Report*

In all such cases, a fully detailed report by the TD is to be made to FIS and the organising national association. The TD report has to contain a well founded recommendation, whether the terminated competition is to be taken into consideration for FIS points or not.

#### *6609.1.2 Brief Interruption*

Each member of the Jury is entitled to order a brief interruption of a competition. A gate judge may request a brief interruption.

### **6609.2 Stop - Walk Up**

#### *6609.2.1. Qualification & Single Format*

A competitor who comes to a complete stop after a gate fault in the qualification phase is allowed to step back.

#### *6609.2.2. KO Finals*

A competitor who comes to a complete stop after a gate fault is not allowed to step back and has to leave the course immediately.

## **6610 Re Runs**

Decisions about a Re-Run will be made by the Jury.

### **6610.1 Prerequisites**

6610.1.1 A competitor who is hindered while competing by the error of an official, by a spectator, by an animal, or by any other justifiable causes outside their control can apply to any member of the Jury for a re-run immediately after the occurrence of the interference. This claim can also be made by the team captain of the hindered competitor. The competitor must leave the course immediately or as soon as feasible after the interference and may not continue riding further down in the course (only on the side of the course).

6610.1.2 In special situations or other technical failures i.e. failure of start device or timing systems, the Jury may order a re-run.

6610.1.3 All re-runs are at the discretion of the Jury. The jury should ensure that the competitors' re-runs take place before the last competitor on the start list.

## **6610.20            Grounds for Interference**

- 6610.2.1            Blocking of the course by an official, a spectator, an animal, or other hindrance.
- 6610.2.2            Blocking of the course by a fallen competitor, who did not clear the course soon enough
- 6610.2.3            Objects in the course such as equipment of a previous competitor.
- 6610.2.4            Activities of the first aid service which hinder the competitor.
- 6610.2.5            Absence of a non-marked gate knocked down by a previous competitor, and not promptly replaced.
- 6610.2.6            Other similar incidents, which, beyond the will and control of competitors, cause significant loss of speed or affects the competitors' performance and thereby their result.

## **6610.3            Validity of a Provisional Re-Run**

- 6610.3.1            In case the Referee and/or another Jury member are unable to question immediately the appropriate officials or to judge the justification for the provisional re-run request, they may, to avoid delay for the competitor or competition, grant a provisional re-run. This provisional rerun will be valid only if it is confirmed by the Jury. Provisional re-runs shall not be granted for any cause arising during a knockout format competition phase.
- 6610.3.2            If competitors were already disqualified before the incident entitling them to request a provisional re-run, the request for the provisional re-run is deemed to be not valid.
- 6610.3.3            The provisionally or definitively approved re-run remains valid even if it proves worse than the original run.
- 6610.3.4            If the claim for provisional re-run is shown to be unjustified, the competitor will be subject to sanction(s).

## **6610.4            Start Time of the Re-Run**

- 6610.4.1            In case of fixed start intervals, the competitors may start a re-run at the fixed interval, after they have reported to the start referee. The start referees should allow the competitors a reasonable amount of time to compose themselves prior to such start.

## **6610.5            Qualification & Dual Format**

If competitors disturb their opponents during the qualification run, the disturbed competitor may get a re-run. The run of the competitor who disturbs the opponent will count.

## **6611            Disqualification Pending during Qualification Phase**

In case the Jury cannot review protests against Disqualification before the start of the elimination run, the protests can be resolved no later than the end of the Qualification phase.

In case the unresolved Disqualification impacts the competitors advancing to the elimination run, the Jury shall grant a provisional start in the elimination run to the competitors involved. The competitors in question will start the elimination alone and before all other competitors, in ascending order of bib number.

## **6612            Protest**

General: ICR 2026 is valid for all other cases

**6612.1 Protest Deadlines**

**6612.1.1** Against another competitor or competitor's equipment or against an official because of irregular behavior during the competition:  
- In any heat format for PGS/PSL and DBSL before the next heat begins.

**6612.1.2** **Against the Timekeeping :**  
- at the final rounds for PGS/PSL and DBSL before the next heat begins.

**6612.1.3** For protest(s) concerning gate passage, the gate judge and, if needed, any additional evidence such as videotape, photos, films should be reviewed and considered.

- 6612.2 Settlement of Protest by the Jury**  
In PGS/PSL and DBSL Finals the decision may be announced orally.
- 6613 Awards**  
Refer to 2017.
- 6700 Results & Final Ranking**
- 6701 Information on Start & Result List**  
For detailed information refer the Timing and Data Booklet.
- 6701.1 The Official Start and Result Lists must contain the following information:**
- Competition Information:
- FIS Codex
  - Date
  - Name of Competition
  - Site of Competition including Nation
  - Name of Competition Sponsor
  - Signature of TD & Chief of Results
  - FIS or competition series Logo
  - Discipline
  - Event
  - Gender
  - Result Type (Start List, Brackets, Phase Results, Final Results etc.)
- Course Data:
- Course Name
  - Homologation Number
  - Length
  - Start Elevation
  - Finish Elevation
  - Vertical drop
  - Number of turns and number of gates
- Jury & Officials:  
The following Officials have to be listed including full Name and Nationality. The Jury is defined separately.
- Jury:
- Chief of Competition
  - FIS Technical Delegate
  - Referee
  - Race Director if present
- Officials:
- Chief of Course
  - Course setter for each run
  - Start Referee if present
  - Finish Referee if present
  - Course supervisor if present
  - Video controller if present

Weather:

- Sunny/cloudy/fog/snowfall/rain
- Air Temperature
- Snow Temperature
- Snow Conditions

Competitor Information:

- Bib Number
- Family Name
- First Name
- Nation
- Year of Birth (YB)
- FIS Code

**6701.2      The official Start Lists must contain the following additional Information:**

- Qualification Heat Number, Semi Final or Final
- List of competitors and Start Order
- Seeding criteria: FIS Points

**6701.3      Phase Result Lists must contain following additional Information:**

- Start Time
- Phase (1st run, 2nd run, Finals)
- Time
- Rank and Competitor information as described in 6701.1
- IRMs

Additional Information for WC, OWG, WSC:

- Minimum two split times

**6701.4      Final Result List must contain the following additional information:**

- Final Rank and Competitor information as described in 6701.1
- Time Qualification run 1
- Time Qualification run 2
- Sum of the 2 qualification times
- Final sub Phase Time gaps
- IRMs
- Forerunner names & nation

Additional Information for WC, OWG, WSC:

- Minimum two split times

**6702      Final Ranking**

**6702.1      Final Phase**

Places 1 and 2, 3 and 4 are determined from the ranking of the Big and Small Finals. All remaining competitors are ranked according to their qualification time in round they went out.

**6702.2      Single Formats & Qualification Phase**

The competitors who participate in both qualification and elimination/2nd run will be ranked according to their total time, competitors who received an IRM in the elimination/2nd run will be ranked according to the time of the qualification run before the ones who were not qualified to the elimination/2nd run. The remaining competitors will be ranked according to their results of the qualification/1st run.

### 6702.3

#### **Ties**

When two or more competitors have the same time and were eliminated at the same phase or round they will receive the same rank and points but the competitor with the worse seeding position shall be listed first on the official results list.

### 6702.4

#### **IRMs (Invalid result marks)**

IRMs are ordered as follows: DNF (did not finish), DSQ (disqualified) and DNS (did not start).

#### 6702.4.1

##### *Qualification Run*

Competitors who do not have a valid time in the qualification run will not be ranked.

#### 6702.4.2

##### *Elimination Run*

Competitors who are DNF, DSQ or DNS in the elimination run will be ranked according to the qualification run time within the respective group of IRM, before the ones who did not qualify for the elimination run.

#### 6702.4.3

##### *KO Final Phase*

Competitor who are marked DSQ or DNF will be ranked according to their qualification result in the round (e.g. quarter final) they go out. A competitor who is DNS will get ranked last. If two or more competitors do not start, the (DNS) competitors will be ranked on (15/16<sup>th</sup>) and (7<sup>th</sup>/8<sup>th</sup>) place according to their qualification times (and so on with three (3) or more DNS competitors).

#### 6702.4.4

##### *DQB*

Competitors who are marked DQB will not get any Rank, no matter if they started in the 2nd phase or the final phase.

### 6703

#### **Results after Incomplete Competition**

If there is an interruption of a competition, the competition should be resumed when conditions warrant. The results completed before the interruption will remain valid if it is possible to complete the competition on the same day.

If it is not possible to complete the competition on the same day, the competition can be postponed within the official schedule (e.g. reserve day,...).

Independent Qualification phases (SB PAR Qualification and Elimination run) have to be completed on the same day. Final phases must be restarted at the point of interruption (e.g. finals stopped after third heat would continue after interruption with heat number four)

If it is not possible to complete a Final, provided at least the Qualification phase has been completed, the result from the last completed phase shall stand as the final result. Only FIS points will be awarded according to qualification results. No cup points, prize money or medals will be awarded.



**6800 Parallel Team Events****6801 Eligible Teams and Starter Field****6801.1 Eligibility**

Eligibility for the Team Event is limited to those who are validly entered within their nation quota for the individual competition(s) in the same venue.

The eligible teams will be sorted according to the sum of the ranks of the two athletes per nation (by gender or best men and best women in case of mixed event) in the current FIS Points List.

**6801.2 Eligibility at the World Cup and World Championships, Olympic Winter Games**

Eligibility at the World Cup and World Championships and Olympic Winter Games will be determined by the World Cup Starting List for the event instead of the FIS Points List.

In case not all teams or a nation are represented in the World Cup Starting List, the FIS points list will be used but these teams will always be seeded after the ones using the World Cup Starting List. If only one team member is represented on the World Cup Starting List, the FIS Points List will be used for both athletes.

**6801.3 Tie Breaking**

If two or more teams are tied the team with the better individual rank in the used list will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.

**6801.4 Starter Field**

The starter field is determined by moving down the eligible teams list choosing the highest ranked team from each nation first, then starting at the top of the list again to choose the second (if any) ranked team from each nation, repeating as necessary, until 16/24/32 teams have been reached. For WC there are maximum 3 teams per nation.

The hosting nation earns one extra spot up to a maximum of 4 teams. If the hosting nation uses the extra spot, the list of teams will be reduced accordingly at its last position.

**6802 Teams Seeding**

Once the starter field is determined, team captains can enter any eligible athlete according to the minimum FIS points, into those teams, although each competitor can be entered in one team only. Standard paring will be used, and teams will be filled according to their seeding position.

The teams will be seeded according to the sum of the two ranks in the FIS points list of the entered athletes per team.

At the World Cup, World Championships and Olympic Winter Games the World Cup Starting List will be used for the seeding. If only one team member or none is represented in the World Cup Starting List, the FIS Points List will be used for both competitors but the teams will always be seeded after the ones using the World Cup Starting List. Ties will be broken according to rule 6801.3.

## 6803 Qualification Heats

### 6803.1 Qualification Heats can be conducted where 17-24 teams are entered.

The number of teams exceeding the final bracket and the number of teams that have to be taken out is twice the teams entered above 16. The rest of the Teams advance directly to the final bracket of 16.

Example for 20 teams: 8 teams will have to do qualification heats  $2 \times (20 - 16) = 8$

12 will advance directly to the eight finals.

#### 6803.1.2 *The teams will be seeded in the bracket as follow:*

##### **Qualification Heats**

Qualification Heat 1: Team 13 – Team 20  
Qualification Heat 2: Team 12 – Team 21  
Qualification Heat 3: Team 9 – Team 24  
Qualification Heat 4: Team 16 – Team 17  
Qualification Heat 5: Team 15 – Team 18  
Qualification Heat 6: Team 10 – Team 23  
Qualification Heat 7: Team 11 – Team 22  
Qualification Heat 8: Team 14 – Team 19

##### **Eight Finals**

Team 4 – Winner Quali Heat 1  
Team 5 – Winner Quali Heat 2  
Team 8 – Winner Quali Heat 3  
Team 1 – Winner Quali Heat 4  
Team 2 – Winner Quali Heat 5  
Team 7 – Winner Quali Heat 6  
Team 6 – Winner Quali Heat 7  
Team 3 – Winner Quali Heat 8

## 6804 Competition

### 6804.1

The teams determine by themselves which team competitor will run first and second. The lower seeded team shall announce the order before the higher seeded team.

At mixed team events the men will start first. The team with the better seeding position can choose either the red or blue course.

The selection must be made no later than when the competitors enter the start platform.

The first competitors from each team will start with the standard parallel start sequence: gates will open simultaneously. As soon as these competitors leave the start, the gates are closed and the 2<sup>nd</sup> team competitors line up in the same start gate. When the first competitor of a team crosses the finish line the corresponding start gate will open. The team whose 2<sup>nd</sup> team competitor crosses the finish line first will be the winner of the heat.

### 6804.2

#### **Special Circumstances**

In case the first competitor of a team did not start, the 2<sup>nd</sup> team competitor of the team is not allowed to start and the team will be marked as Did Not Start (DNS).

In case the first team competitor did not finish or is disqualified, and the other team has a valid time then the team who did not complete the course correctly will start with the penalty time.

In case both teams have not completed the course correctly, the team that has completed less gates will start with the penalty time.

If both competitors are disqualified in the run of the 2<sup>nd</sup> competitors at the same gate, the team that won the first run will be the winner of the heat.

### 6804.3.

If both competitors do not complete the course at the same gate or are tied on the Finish Line, the team with the better seeding position advances to the next round. In Small and Big Finals ties at the same gate or on the Finish Line will not be broken.

**6805**

## **Penalty Time**

If available, the Penalty Time is 4-6% of the average of the best times from the preheats (red and blue) taking into account each gender, with a maximum of 2.5 seconds.

In exceptional cases, the penalty time can be adjusted or decided by the Jury before the respective final phases (e.g. Quarter Final, Semi Final) in order to allow for attractive race decisions and even using a lower percentage than 4%. This will be communicated before the start of a next phase.

In all cases the maximum time difference for the second team competitor of each pairing can never be higher than the maximum penalty time. e.g. the actual time difference is 5 seconds, but the penalty time is 1.9 seconds, then the second teammate will be started with a handicap of 1.9 seconds for the losing competitor of the first run.

**6900**

## **Equipment**

**6901**

### **Competition Clothing**

Refer to the Specifications for Competition Equipment –Snowboard, Freestyle, Freeski and Ski Cross: section C (3).

**6902**

### **Helmets**

Refer to the Specifications for Competition Equipment – Cross Country, Ski Jumping, Nordic Combined, Snowboard, Freestyle, Freeski: section C (4).

**6903**

## **Boards**

**6903.1**

### **Snowboards**

Refer to the Specifications for Competition Equipment –Snowboard, Freestyle, Freeski and Ski Cross: section F (1).

**6903.2**

### **Bindings**

Refer to the Specifications for Competition Equipment –Snowboard, Freestyle, Freeski and Ski Cross: section C (2).

**6903.3**

### **Balance and Speed control**

Refer to the Specifications for Competition Equipment –Snowboard, Freestyle, Freeski and Ski Cross: section C (5).

**7000      Ski Cross Events**

After a qualification phase which may be timed or held in groups, a group of competitors compete against each other on a specially prepared Ski Cross course that includes different types of turns, jumps, waves and other freestyle terrain features.

**7100      Field of Play****7101      Start Zone**

The Start Zone is part of the field of play and defines the entire area above and beside the start gates. It includes the start area, competitor's preparation area, the Start Platform & start ramp and a separate corridor or area specifically designed to grant course access for courses officials, competition staff, coaches, etc. There must be an access back to the public slopes without anyone having to enter the competition slope.

**7101.1      Start Area**

The Start Area must be closed off to everyone except the participating competitors/teams and eligible team officials (competitors, coaches, service personnel,) so that the teams can prepare without being interrupted by the public and competition staff etc. An adequate shelter/warm up tent should be provided for the competitors waiting for the call to start.

Separate reserved places for trainers, competitors and service technicians per team may be defined depending on the competition level.

**7101.2      Preparation Area**

It is recommended that an intermediate preparation area in between the Start Area and the start platform be defined dedicated to the competitors who are called to make their final preparation, before being called onto the Start Platform.

**7101.3      Start Platform**

The Start Platform must be closed off to everyone except the competitor(s), accompanied by only one trainer/official and the start officials. The Start area Platform must be protected appropriately against inclement weather and be prepared in such a way, that the competitors can stand relaxed in the Start Gate and can quickly reach competitive speed after leaving the start.

A Start Gate (push off posts or a start device) will be installed as a starting installation, respecting the requirements of the specific events.

**7102****Course / Field of Play**

Start and finish installations, television towers, measuring equipment, sponsor advertising equipment, etc. are necessary items for a competition.

**7102.1****Definition of a Ski Cross Course***7102.1.1**Technical Data (recommendations)*

<b>Code</b>	<b>Ski Cross Course</b>	<b>Measurement</b>
<b>CL (m)</b>	Course Length	
	Level A	800 – 1300 m
	Level B	min 600 m
	Level C	min 450 m
	Short Course All Level except OWG, WSC (Night events, City events)	
<b>CA (°)</b>	Course Angle (average)	
	Level A	7° - 11° (ca 12-20%)
	Level B	5° - 11°
	Level C	5° - 11°
<b>VD (m)</b>	Vertical Drop	
	Level A	100 – 250 m
	Level B	min 60 m
	Level C	min 45 m
<b>TW (m)</b>	Track Width (average)	20.0 m
<b>CW (m)</b>	Course Width	6.0 m – 16.0 m
	Depending on format and level of competition	
	Start Criteria	
<b>SA (m²)</b>	Start Area / Start Platform	30.0 m²/16X6m
<b>SP</b>		
	Start Platform	Length min. 6.0 m
	Width depending on the start gate	Width 12.0 m (+/- 4,0 m)
	Level A	Min 300 m²/16x6m
	Level B	Min 300 m²/10x4m
	Level C	Min 200 m²/8x34m
<b>SL (m)</b>	Start Length (from start to first directon change)	
	Level A	100.0 m
	Level B	80.0 m
	Level C	60.0 m
	Finish Criteria	
<b>FL (m)</b>	Finish Line (width)	15.0 m (+/- 5,0 m)
<b>FA (m)</b>	Finish Area Length	60.0 m (+/- 10,0 m)
<b>FW (m)</b>	Finish Area Width	24 min
	Competition Level	
<b>Level A</b>	OWG, WSC, WJC, WC, YOG	
<b>Level B</b>	COC, UVS	
<b>Level C</b>	NC, FIS, EYOF, JUN	

- 7102.1.2.1 *Characteristics of a Ski Cross Course*  
Following the idea of Ski Cross, the Ski Cross course must allow competitors to complete a course with features as speedily as possible. During the heats (4 competitors) exciting runs are created by overtaking opportunities from start to finish. Different features such as berms, rollers, jumps, etc., should be included to make it challenging to master the course.
- 7102.2 Safety / Fencing / Color**
- 7102.2.1 *Fencing*  
The course must be entirely closed off by barriers.
- 7102.2.2 *Safety Installation*  
In agreement with the jury, the track must be secured with suitable safety material.
- 7102.2.3 *Coloring*  
The course must be sufficiently marked with blue paint on the lateral edge. The jury decides at which points the jumps and landings are to be marked with paint. Before the inspection, before the training and each competition phase the markings are to be checked and supplemented if necessary.  
The finish line must be as defined in 7103.1.2 Finish Line.
- 7102.2.4 *Closing and modification of the course*  
On a closed course only the Jury is permitted to order gate or flag changes, mark the course or modify the course structure (jumps, bumps, etc.).  
Competitors who enter a closed competition course will be subject to being sanctioned by the Jury (exception: normal competitor inspection).  
  
Photographers and camera teams are allowed into the closed course area for the necessary documentation of the competition. Their total number can be limited by the Jury. They will be located by the Jury where possible and may only remain in this area.  
  
Trainers, servicemen etc., who are allowed on a closed competition course are to be determined by the Jury. Similarly, the number and places for photographers and camera teams, insofar as they are situated inside the barriers, must be approved by the Jury.
- 7103 Finish Zone**  
The finish zone includes the finish area (finish Coral), timing hut, TV tower, mixed zone, spectators' area.  
Finish installations and closures should be set up or secured through suitable security protection measures.
- 7103.1 Finish Area (finish Coral)**  
The finish area is part of the field of play and must be plainly visible to the competitor approaching the finish.  
The Finish Area must be completely fenced off. Any unauthorized entry must be prevented.
- 7103.1.2 *Finish Line*  
The finish line marks the end of the course and is defined by two vertical markings. The finish line must be clearly marked straight in red color.  
  
In exceptional cases, the Jury can decrease this distance described in 7102.1.1 Technical Data for technical and security reasons or because of the terrain. If

timing equipment is installed behind the finish markings, it must be protected sufficiently.

For more details refer to the timing & data booklet.

## **7104 Warm Up Slope**

Warm up slopes must be made available. outside the competition course should be made available to the participating teams to be used under the direction of the Organiser. Warm up slopes are not under the control of the Jury and are not governed by the ICR.

## **7200 Installations & Event Material**

### **7201 Start, Finish & Timing Installations**

For all events in the FIS Calendar, electronic timers, start device and photocells homologated by FIS must be used. A list of these approved devices will be published. Races using timing equipment other than those on the homologated FIS list will not be considered for FIS points.

Specifications and procedures for timing are more fully described in a separate FIS Timing Booklet.

#### **7201.1 Start Device**

##### *7201.1.1 Placement of the Start Device*

The start device has to be placed in the centre of the course. The doors have to open simultaneously and it must be impossible for a competitor to open the doors themselves or block the opening of the door by applying force to the door.

##### *7201.1.2 Ski Cross Start Device Standards*

Please refer to the Timing Booklet for its specifications together with the electronic release device and the qualification set-up.

##### *7201.1.3 Electronic Release Device*

It is permissible to use an electronic device to open the drop door. Every drop door needs to be locked into place and then released from the same electronic impulse. The random release time must be between 1.0 and 4.0 seconds. For the Start Command, on 'attention' (), the random sequence is begun by the Starter.

On the World Cup, World Ski Championships and Olympic Winter Games, the Electronic Release device is mandatory.

The electronic release device must also have a back-up power source available that can meet the demands of a minimum of 20 start sequences. If this back-up system fails it must be possible to operate the start gate through the use of a mechanical starting release system.

#### **7201.2 Timing Equipment**

For all international competitions two synchronised electronically isolated timing systems operating in time-of-day must be used. One system will be designated system A (main system), the other system B (back-up system) prior to the beginning of the race.

All technical details related to the timing equipment and timing are described in the timing booklet.

- 7201.2.1**      *Triggering Timing Impulse Start*  
The start timing shall measure the exact time from when competitors cross the start line with their leg below the knee or when the starting device board opens.
- 7201.2.2**      *Triggering Timing Impulse Finish*  
For all events, there must be two photocell system(s) homologated by the FIS installed at the finish line. One is connected to system A. The other is connected to system B.
- 7201.2.3**      *Timing without Cable*  
For Qualification, wireless timing, maybe used for FIS, NC and COC Level Competition. Timing devices must meet FIS wireless standards that are set out in the Timing Booklet.
- 7201.2.4**      *Timing Cable*  
Minimum 2 separate pairs of cables for timing are required.  
Communication needs to be on a separate pair. Higher level event might demand more lines ref timing booklet.
- 7201.2.5**      *Hand Timing*  
For timed qualifications hand timing at the start and finish is mandatory, for the technical details ref timing booklet.
- 7201.2.6**      *Finish Camera*  
For heats a finish line camera is mandatory. Refer to the timing booklet for the technical requirements and positioning.
- 7201.2.7**      *Reaction Time*  
For World Cups, World Championships and Olympic Winter Games a reaction time will be measured.  
For the technical requirements refer to the timing booklet
- 7201.2.8**      *Intermediate Times*  
Intermediate Times are measured times on the track between Start and Finish line. They are just for information for the teams, competitors, media and officials and have no impact on the official results or official ranking.  
As the times are not for official use, they can be measured with non-homologated timing devices.  
For World Cups, World Championships and Olympic Winter Games intermediate times should be measured at least every 20-30 seconds. Intermediate Times are not required for Lower Level Events.  
For the technical requirements refer to the Timing Booklet.
- 7201.3**      **Timing House**  
The minimum size of the timing and data working area is 3.0 x 4.0 meters. Tables, chairs, electrical sources and heat need to be provided. The location of the timing and data area is defined according to the specific course specifications.  
The facility must be weatherproof, heated inside and have toilet facilities available.
- 7201.4**      **Communications & Cabling**  
In all international competitions, there must be multiple communication (telephone or radios, etc.) between the start and finish. Voice communication between starter and finish must be assured by fixed wire connection or radio. In case of radio, this must be on a separate channel from that used by any other function. For judged competitions there must be direct communication between start, finish and the judges stand.



In Olympic Winter Games, FIS World Championships, World Cup and FIS Junior World Championships all communications and timing connections between start and finish must be assured by fixed wiring. In the data service area, access to the highspeed internet is required for World Cup, World Championships and Olympic Winter Games competitions.

## **7203 Gates**

A Ski Cross gate consists of one stubby flex pole (turning pole) and one long slalom rigid pole (outside pole) which are connected with a triangular gate flag.

### **7203.1 Gate Flags**

Following sizes may be used for the triangular gate flags (banners / panels). (Slight variations from the following dimensions will be acceptable).

Base length: min. 100 cm max. 130 cm  
Height long side: min. 80 cm max. 110 cm  
Height short side: 45 cm

The gate flags must be in two different colors

The gate flag must be of wind-permeable material.

Advertising on gate flags should not reduce wind permeability or the release mechanism of the flags.

### **7203.2 Poles**

All poles are subdivided into rigid poles and stubby poles. It is recommended to use 2 different colors.

#### *7203.2.1 Rigid Poles*

Round, uniform poles with a diameter between a minimum of 20 mm and a maximum of 32 mm and without joints are allowed as rigid poles. They must consist of a non-splintering material (polycarbonate plastic or material with similar properties).

#### *7203.2.2 Stubby Poles*

Stubby poles are flex poles with a length of not more than 45 cm above the bottom of hinge to the top end of the pole and padded or hollow on the top.

- Soft padding (approximately) 35 cm
- Base length (approximately) 25 cm

## **7204 Start Numbers (Bib)**

### **7204.1 Ski Cross**

Bibs numbered on front and back for better visibility by the course judges.

### **7204.2 Bibs for Final Phase**

The Bibs shall be changed after the qualification phase. The new Bib numbers for the final phase are the ranks from the qualification. If the right numbers are not available for the finals a set of ascending Bib numbers must be used.

## **7205 Color Jersey**

When competing in heats, additional color jerseys are used. The main 4 colors of the jerseys will be Red (1<sup>st</sup> ranked in Qualification/Seeding), Green (2<sup>nd</sup> ranked in Qualification/Seeding) Blue (3<sup>rd</sup> ranked in Qualification/Seeding) and Yellow (4<sup>th</sup> ranked in Qualification/Seeding). The color jerseys are worn over the Bib numbers.

<b>7206</b>	<b>Public Address System</b>
<b>7206.1</b>	<b>Sound System</b>
7206.1.1	Music can be used at all events but must not interfere with the competition.
7206.1.2	The Chief of Sports Presentation will be in radio contact with the competition officials at all times.
7206.1.3	In all cases where music is played, stock music will be used and at the option of the organisers. The music should be upbeat and energetic.
<b>7206.2</b>	<b>OVR (On Venue Results)</b>
	An official notice board will be located at the start and the finish area. Seeding brackets need to be posted at the start. Results and all official documents need to be posted at the finish notice board. This is as well mandatory if the data service provide live apps and/or data screens.
<b>7300</b>	<b>Ski Cross Officials/Staff</b>
<b>7301</b>	<b>The Jury</b>
	The Jury is the body that controls the Competition and is responsible for taking decisions concerning the Competition. Refer to Common section 2007 for further information.
	The Chair of the Jury conducts its meetings, is a voting member of the Jury and has an additional casting vote in case of a tie. At WC, OWG, WSC, WJC, YOG and CoC competitions, the Race Director, if present, takes the Chair; otherwise, the TD is Chair.
<b>7301.1</b>	<b>Voting members of the Jury</b>
7301.1.2	Ski Cross and Ski Cross Team Events <ul style="list-style-type: none"> <li>- the Technical Delegate</li> <li>- Referee</li> <li>- the Chief of Competition</li> <li>- Race Director at WC, OWG, WSC, WJC, YOG as Referee</li> </ul>
7301.1.3	For Olympic Winter Games and FIS World Championships in all events additional Jury members <ul style="list-style-type: none"> <li>- Start Referee</li> <li>- Finish Referee</li> </ul>
7301.1.4	For Continental Cup Competitions, the Continental Cup Coordinator, when appointed by FIS, will be a member of the Jury as an additional member (for EC refer to EC 1.1.2).
<b>7301.2</b>	<b>Jury Channel</b>
	The Jury members must be equipped with radios. These must function on a single reserved frequency and be free of interference. In Ski Cross the course Judges and connection coaches (when applicable), must be equipped with radios.

## **7302**

### **Race Director**

In all major events (UVS, WJC, YOG, CoC, WC, WSC and OWG) the FIS Race Director is a member of the Competition Jury. The Race Director will follow all phases of the competition and ensure with the rest of the Jury that all technical, schedule and ICR matters are handled appropriately.

Refer to Race Director's Rule 2009 for detailed information.

At the World University Games (UVS) the FISU Technical Committee Chair, as approved by FIS as Race Director/Contest Director for UVS, has a voting right as a member of the Jury for all competitions

At Continental Cup level competitions (CoC), the Continental Cup Coordinator is a part of the key staff and part of the Competition Jury (Refer to 7301.1.4) and Sanctioning Jury when requirements are met. The Continental Cup Coordinator will follow all phases of the competition and ensure with the rest of the Jury that all technical, schedule and ICR matters are handled appropriately. Refer to CoC Rule book for details.

## **7303**

### **Technical Delegate (TD)**

Refer to Common section 2008 for detailed information.

## **7304**

### **Chief of Competition**

The Chief of Competition is a member of the Organising Committee and a member of the Jury. Refer to Common section 2004.1 for further information.

In Ski Cross his/her additional duties and responsibilities are:

- Have a close relationship with the hosting resort
- Supervise Ski Cross training and competition phases
- Oversees the location and exact placement of Section chiefs and Sections judges in collaboration with the TD/RD.
- Must ensure that all Section chiefs and/or Section judges are equipped with proper communication device (radio), that they are knowledgeable on the task that is required of them and that they are able to communicate efficiently via radio in the chosen competition language (English).
- Must attend all Ski Cross Team Captains' meetings

## **7305**

### **Referee**

The Referee and the Assistant Referee must work very closely with the TD.

For major events, the referee should be of another nationality than the TD and Chief of Competition.

The Referee will record the reports from the Chief of Section Gate Judges about infractions of the rules and gate faults at the end of each run or phase and at the end of the competition - checking, signing and posting referee minutes immediately after each run or phase on the official notice board. The referees' minutes shall include, a list with the names of the competitors disqualified, the section numbers where the faults occurred, the rule number leading to the disqualifications and the exact time the disqualifications were posted with the exact limit time for protests.

The Referee, when a member of the Jury (see 2007) will accept protests (qualification) and review requests (KO final) in the finish area and must report all protests/requests immediately to the other jury members. In some cases the TD can choose to accept the protests in the finish area, cases in which the Referee will be positioned at the start or along the course. For major Ski Cross competitions the Referee will be appointed by FIS.

In Ski Cross Events the Referee will be also responsible for:

- Drawing of the start numbers
- Inspection of the course immediately after it is set, alone or accompanied by members of the Jury and / or any invited parties.
- The course setter and all Jury members must be informed of such changes such as taking out or adding gates, if due to circumstances they were not present at the inspection.
- Receiving the reports of the start and finish referees and the competition officials about the infractions of the rules and the gate faults at the end of the first run, and again at the end of the competition.

## **7306           Advisors & Advisory Committee**

### **7306.1       The Technical Advisor**

To support the Jury, FIS can appoint technical advisors for all categories of competitions.

### **7306.2       The Course Advisor**

To support the Jury, FIS can appoint course advisors for all categories of competitions.

### **7306.3       Connection Athletes**

Competitors' Advisory Committees can be appointed, consisting of:  
-Two competitors' representatives (one woman and one man)

### **7306.4       The Connection Coach**

One coach shall be appointed as a Connection Coach at the Team Captains' Meeting.  
The Jury will confirm the Connection Coach.

### **7306.5       Video Controller**

Refer to 7408 Video Control in event chapters.

## **7307           Chief of Course**

Refer to common section 2004.2.

The Chief of Course is responsible for the preparation of the courses in accordance with the directives and decisions of the Jury. He/she must be familiar with local snow conditions on the terrain concerned.

## **7308           The Course Designer**

Based upon the characteristics of the course and the Course Specifications the Course Designer shall develop a plan and work schedule for the development of the course.

## **7309           The Course Builder**

The Course Builder is responsible for the execution of the course build following the directions of the Course Designer and supervised by the Jury.

## **7310           Course Setter**

The Competition Jury is responsible for course setting

The course setting shall be performed by the assigned course setter together with the Chief of Course in consultation with the Jury.

**7310.1****Appointment**

The Jury will appoint the course setter who is most suitable for the level of the competition.

For (WC, OWG, WSC, WJC) the appointment of course setters are made by FIS after examination of the venue by the Race Director. The course setter for assigned course setter will be the FIS Race Director together with the Jury and if utilized the Connection Coach(s).

**7311****Competition Secretary**

Refer to General Rule 2004.4.

**7312****Start and Finish Officials****7312.1****The Start Referee**

The Start Referee must remain at the Start from the beginning of the official inspection time until the end of training and/or competition and is responsible for the organisation and supervision of the start and observance of all regulations i.e.

- Makes sure that the regulations for the start and the start organisation are properly observed.
- Determines late and false starts.
- Must be able to communicate immediately with the Jury at all times.
- Reports the names of all competitors who did not start, have made a false or late start and informs the Jury of all rule infringements.
- Ensures that reserve bibs are at the start.
- Reports to the Jury competitors whose equipment does not comply with the rules.
- Nominates sufficient Start Referee Assistants, depending on the size, nature and specifics of each competition, to operate start devices, to give start commands, to check colour bibs, to distribute bibs, to line up competitors at the Start, to control the crowd, to organise the start area and other related activities including manual timing.

In Ski Cross the Start Referee has the additional duty to supervise start device, to give start commands, to check color bibs, to distribute bibs, to line up competitors at the start, to control the crowd, to organise the start area and other related activities including manual timing.

**7312.2****Start Referee Assistants**

Depending on the size of the competition an adequate number of assistants have to be nominated.

**7312.2.1*****Starter***

The Starter is responsible for the warning signal and the start command. He/she assigns the supervision of the competitors to the Assistant Starter and checks that the competitors are wearing their bibs and helmets during Inspection, Training and Competition. The Starter must be in contact with the Jury.

**7312.2.2*****The Assistant Starter***

The Assistant Starter is responsible for calling the competitors to the start in their correct order.

### 7312.2.3

#### *Other Start Assistants*

As many start assistants should be assigned in these roles as needed to ensure good competition flow.

- Crowd control: course access, start coral access
- Start device operations
- Bib distribution (number and color jersey)
- Hand Timekeeper
- Score Boards
- Organisation of the start area

### 7312.3

#### **The Finish Referee**

The Finish Referee must remain at the Finish from the beginning of the official inspection time until the end of training and / or competition and is responsible for the organisation and supervision of the Finish ensuring that all regulations relating to it (including the landing area and out-run) are properly observed.

- Supervises the Finish Referee Assistants, the timing and the crowd control in the Finish area.
- Must be able to communicate immediately with the Jury at all times.
- Reports the names of all competitors who do not finish and informs the Jury of all rule infringements.
- Nominates sufficient Finish Referee Assistants, depending on the size, nature and specifics of each competition, to control the correctness of passage a Ski Cross the Finish line, the finish order of competitors, the landing of jumps in the course and other occurrences including assisting the Finish Referee with DNS, DNF, DSQ and other rulings.

In Ski Cross the Finish Referee has the additional duty to supervise the correct passage of the finish line, the finish order of competitors and other occurrences like DNS, DNF, DSQ and other rulings.

Other responsibilities of the Finish Referee: The Finish Referee will accept protests in the finish area. The Finish Referee must report all protests immediately to the other member of the Jury.

### 7312.4

#### **The Finish Assistants**

Depending on the size of the competition an adequate number of assistants have to be nominated.

#### 7312.4.1

##### *The Finish Controller*

The Finish Controller has the following duties:

- Supervision of the section between the last gate and the finish.
  - Supervision of the proper crossing of the finish line.
  - Recording the order of finish for all competitors who complete the course.
- \* In WC and major events (OWG, etc.) the Finish Referee may cover these tasks.

#### 7312.4.2

##### *Other Finish Assistants*

As many finish assistants should be assigned in these roles as needed to ensure good competition flow. and to help determine the finish order of the competitors. The Finish Official assists the Jury with, DNS, DNF and DSQ rulings.

- Crowd control
- Finish line judge
- Bib collector
- Hand timekeeper
- Score boards
- organisation of the finish area
- Mixed Zone

## **7313 Competition Staff**

### **7313.1 Chief of Section Judges**

The Chief Section Judge organises and supervises the work of the Section. He/she designates the Section each will supervise and places them in position. At the end of each qualification phase or seeding phase and the end of the competition he/she will collect the Section Judges protocol for delivery to the referee. He/she must distribute, in good time, to each Section judge the material that they need (judges protocol, pencil, start list, maintenance tools, etc.) and be prepared to offer assistance either to help keep the spectators off the course or to help maintain the course, etc.

Depending on the level of the competition, The Chief of Competition or the TD can take on the role of Chief of Section Judges.

### **7313.2 The Section Judge / Section Chief**

Section Judges are placed appropriately on the entire length of the course so to provide for a full visual reference of all gates and features. A section judge will be responsible for the supervision of one or more gates and features which will determine a section of the course that will be numbered. A section judge must observe accurately whether the passage of the competitor was correct through his/her area of observation reporting in writing and/or immediately by radio any gate faults or breaches of the rules. He/she must also fulfil a number of other important functions, all of which are described in detail under article 7404 In Race Interference.

All Section Judges must be familiar with the rules governing a Ski Cross Competition and in particular those rules governing DSQ, RAL and DNF.

Depending on the level of the competition, the section chief can take on the role as both section chief and section judge.

### **7313.3 Course Preparation and Maintenance**

#### **7313.3.1 *Color Crew***

There must be a dedicated crew on skis that have the duty and purpose to work in close connection with the Jury, Chief of Course and shapers, by coloring with appropriate color pumps or similar all relevant parts of all features in order to open and execute each competition phase with appropriate course conditions.

Based upon the course, weather and snow conditions coloring techniques will vary as well as the number of color crew.

They are under the control of the Chief of Course and/or chief of competition.

#### **7313.3.2 *Sideslip Crew***

There must be a dedicated sideslip crew on skis and/or snowboards that has the duty and purpose to work in close connection with the Jury, Chief of Course and shapers, in order to maintain all parts of all features and be able to open and execute each competition phase with appropriate course conditions.

Based upon the course, weather and snow conditions slide-slipping techniques will vary as well as the number of slide-slippers.

They are under the control of the Chief of Course and/or chief of competition.

#### **7313.3.3 *Shapers***

There must be a dedicated crew that has the duty and purpose in close connection with the Jury, Chief of Course and Technical Advisor to build, shape and maintain all parts of all features of the courses in order to be able to open and execute each competition phase whilst ensuring appropriate course conditions.

The number of shapers shall be sufficient for the timely maintenance of all course features.

They are in tight connection with Chief of Course.

#### **7313.3.4** *Course Maintenance Crew*

There must be a dedicated crew that has the duty and purpose in close connection with the Chief of course, section chiefs and shapers to help maintain all parts of all features of the courses like snow removal, gates replacement, safety equipment adjustments and/or replacements in order to be able to open and execute each competition phase whilst ensuring appropriate course conditions.

The number of course maintenance crew shall be sufficient for the timely maintenance of all course features. They are in tight connection with Chief of Course. When number of crew members allows, the course maintenance crew shall be divided within the sections under the supervision of the Section Chief.

#### **7313.5** **Medical Team**

Refer to medical guidelines and general rule section 2004.5 & 2004.6 for further information.

#### **7313.6** **Forerunners**

*7313.6.1* *The organiser is obliged to provide at least three qualified forerunners.* In extraordinary conditions, the Jury may increase or decrease the number of runners. The Jury may designate different forerunners for each run or phase.

*7313.6.2* The forerunners must wear forerunner's start numbers (bibs) and all FIS required equipment.

*7313.6.3* The nominated forerunners must command sufficient riding/skiing ability to cover the course in a racing fashion.

*7313.6.4* Competitors suspended for disciplinary reasons cannot be named as forerunners.

*7313.6.5* The Jury determines the forerunners and their start order. After an interruption of the competition additional forerunners may be authorised as needed.

*7313.6.6* The times of the forerunners may not be published.

*7313.6.7* Upon request, the forerunners shall report to members of the Jury regarding the snow conditions, the visibility and the course line.

### **7314** **Data Service / Timing Crew**

#### **7314.1** **Chief of Results**

Refer to General Rule 2004.3.

The following officials are under his/her responsibilities:

- Chief Timekeeper
- Chief of Calculations

#### **7314.2** **Chief Timekeeper**

The Chief Timekeeper is responsible for the accuracy of the timing. The times must be made available to the Competition Secretary and the Chief of Results for immediate calculation and publication of results. They are also responsible for recording of data. The Chief Timekeeper may select assistants.



7314.2.1

#### *The Assistant Timekeeper*

Two Assistant hand Timekeepers operate stop watches according to 7201.2.5 Hand Timing. One Assistant hand Timekeeper maintains a complete record with the registered times of all competitors.

7314.3

#### **Chief of Calculations**

The Chief of Calculations is responsible for the timely and accurate production of results. The Chief of Calculations supervises the immediate posting (see 2020 and 7206.2) and duplication of start lists, brackets, unofficial results and the publication of official results. The Chief of Calculations is supervised by the Chief of Results, works closely together with the Competition Secretary (2004.4) and the Jury. The Chief of Calculations may select assistants.

7400

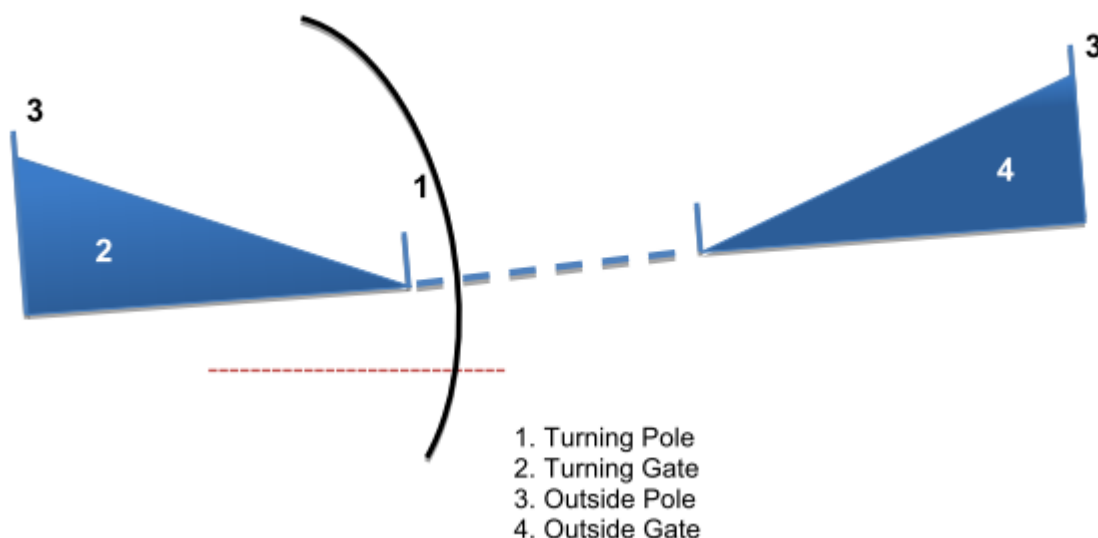
#### **Definition of a Ski Cross Heat/Run**

Each competitor starts from a special starting device and skis/rides down an obstacle course, which is delimited with gates, till the finish line.

7401

#### **Gate Passage**

A gate has been passed correctly when both ski tips and both feet of the competitor have crossed the gate line. Wherever two gates are set, the gate line is the imaginary shortest line between the two turning poles. Wherever a turning gate only is set, the gate line is the extension into the course of the line formed by the outside pole of the gate and the turning pole. (see drawing)



7401.1

In the event that a competitor removes a pole from its vertical position before the competitor's skis and both feet have passed the gate line, the still must pass the original gate line (dye marking in the snow). In the event that a gate pole or stubby is missing the competitor is obligated to turn around the original placement mark to be considered as having passed the gate correctly.

## **7401.2**

### **Did Not Finish (DNF)**

All decisions concerning DNF will be the responsibility of the Jury.

DNF will be imposed for:

- A competitor, who did not pass a gate correctly (7401) receives a DNF and must no longer continue through further gates (7402) and is not allowed to climb back to pass the gate correctly
- Loss of Ski(s) (7611.1)
- Skiing out of the course boundaries, which includes not crossing the gate line or the finish gate
- Following a complete stop

## **7402**

### **Responsibility of a Competitor**

If a competitor misses a gate or doesn't pass it correctly (7401 Gate Passage), they must no longer continue through further gates.

## **7403**

### **Section Judging**

#### **7403.1**

##### **Judges Protocol**

Every section judge receives a section judges protocol sheet with the following information:

##### 7403.1.1

Name of the section judge

##### 7403.1.2

Number(s) of the section

##### 7403.1.3

Designation of the run/heat (1<sup>st</sup> or 2<sup>nd</sup> /timed qualification run/heat qualification or Final)

#### **7403.2**

##### **Markings on the Judges protocol Sheet**

If a competitor does not pass a gate (or a gate dye mark) correctly according to 7401 Gate Passage the section judge must mark the following immediately on the section Judges protocol sheet in the columns provided:

##### 7403.2.1

The (bib) start number of the competitor.

##### 7403.2.2

The letter F (Fault).

##### 7403.2.3

A drawing of the fault committed (sketch map – absolutely required).

##### 7403.2.4

The section judge must also watch that the competitor accepts no outside help (e.g. in the case of a fall). The slightest outside help will subject a competitor to being sanctioned. A fault of this nature must likewise be entered on the section Judges protocol sheet.

##### 7403.2.5

If a re-run has been granted the section judge must report the information and competitor bib number on his/her protocol sheet.

#### **7403.3**

##### **Section Judging - General**

When an adjacent section judge, a member of the Jury or an official video controller makes a report concerning a competitor which differs from the notes of the section judge in question, the Jury will freely interpret these notes in view of a possible sanctioning of a competitor or of a decision concerning a protest.

The decision handed down by the section judge must be clear and non partisan. The section judge should hold to the principle, "give the benefit of the doubt to the competitor".

##### 7403.3.1

The section judge must declare a fault only when he/she is convinced that a fault has been committed. In case of a protest, he/she must be able to explain clearly and definitively how the fault was committed.

- 7403.3.2 If the section judge is in doubt whether a fault has occurred, he/she can consult the adjacent section judge in order to confirm their notes. He/she can even request via a member of the Jury that the competition be briefly interrupted, so that the tracks on the course may be checked.
- 7403.3.3 The opinions of the public cannot be allowed to influence their judgment. Section gate judges must form their own opinion.
- 7403.3.4 Each section judge who has recorded a disqualifying / sanction fault or who has been witness to an incident leading to a provisional re-run must be available to the Jury until after the settlement of any protests.
- 7403.3.5 It is the responsibility of the Technical Delegate to dismiss a section judge who is waiting to be called by the Jury. It is recommended that for identification purposes section judges should be issued and wears bibs. The organiser may assemble them, if necessary, for final instructions in the presence of the Chief section Judge. If needed, the TD can participate in this session.
- 7403.3.6 The organiser should appoint a Chief Section Judge and supply a number of replacement section judges who could replace section judges during a competition should there appear to be any need for replacement.
- 7403.3.7 Immediate Announcement of Sanctions / Faults / IRM's
- Particularly in heat formats and in Finals, the section judge should immediately signal a fault/IRM.
- 7403.3.7.1 The immediate indication of a fault/IRM can be made in the following way: Via radio communication devices provided by the organiser. The jury members must be on the same radio channel as the section judge to hear instantly any faults, disqualification or faults committed by the competitor.
- 7403.3.7.2 The immediate announcement does not relieve the section judge from recording all incidents on his/her section judge protocol sheet. In the qualification phase the section judge protocol sheet will be collected by the Chief of Sections Judges. In the heats phase the chief of section judges might not collect the protocol sheet but they must be available to the jury until the end of the competition for review, if required.
- 7403.4 Supplemental Duties of the section Judge**
- Section judges may complete these supplemental duties; Replace knocked out gate poles in their exact positions, replace torn or missing flags, maintain and repair his/her section of the course, keep his/her section clear.
- 7403.4.1 If competitors encounter interference during their run, they must stop immediately and report to the nearest section judge. The section judge must report immediately to the jury by radio and ask for further instructions from the jury. They must then report these instructions to the competitor in question. If a re-run is granted, the section judge must inform the competitor and send him/her back to the start. This rule is only valid for timed runs qualification phase. For competitor being interfered during the heats qualification or the final phase, the section judge must refer to the 7404 rule. If a complete heat (4 or 6 competitors) must be stopped because of force majeure, the Jury makes the final decision.

## 7404

## In Race Interference

### 7404.1

Contact in Ski Cross is common. Every decision and every action in Ski Cross is a so called “in race decision” and deliberate. This conscious racing can lead to interference.

The determination of interference by one competitor against other competitor(s) shall be made by the jury. Suspected interferences can be brought to the jury’s attention by acting jury members, section judges or review requested by a competitor in the finish area or the TD immediately following the heat. The jury can use recommendation from Section Judges and/or video evidence provided by coaches/staff, and/or “Video Review” from TV Production in the decision process. From provided evidence, the jury must determine if interference or adverse effect has occurred. Interference shall be determined based on the articles 7404.1.1 and 7404.1.2 of the ICR.

All jury decisions regarding Interference must be confirmed prior to the start of the next heat and cannot be protested.

#### 7404.1.1

##### *Interference categories*

Interference is categorized as follows:

- Intentional
- Involuntary
- Incidental or accidental

Intentional interference can occur when a competitor purposefully creates contact that may directly affect the racing of another competitor.

Involuntary interference can occur when a competitor makes an “in-race” decision creating contact that directly affects the result of another competitor.

Accidental or Incidental interferences do not deliberate and is determined by natural circumstances of Ski Cross, which can include effects of heat racing (side by side, traffic), terrain features, course setting, weather and snow conditions.

#### 7404.1.2

##### *Interfering Actions (i.e. but not limited to:)*

- Action by Hand/Arm (pulling/pushing/blocking)
- Contact from the side or from behind
- Line deviation

The interfering competitor shall be sanctioned according to 7404.2.

#### 7404.1.3

Re-runs shall not be granted solely as a result of a violation of Rule 7404 Intentional Contact.

## 7404.2

## Sanctions issued for Interference

### 7404.2.1

#### *Ski Cross*

#### 7404.2.1.1

##### *Card System*

If the jury issues a penalty of interference with contact as determined by articles 7404.1.1 and/or 7404.1.2 during a phase executed by heats, a warning and a system of colored cards (Yellow Card and Red Card) shall be used to show the interfering competitor’s degree of sanction. The degree of a sanction is decided by the jury and must be communicated to the competitor (or NSA representative) and the start referee prior to the beginning of the next heat or prior to the winner award.

- 7404.2.1.2 *The Sanction or Warning issued for the Infraction shall depend on:*
- whether the action was intentionally or not
  - whether the offender gained an advantage from the action.
  - whether the fault, though unintentional, was serious enough.
  - the related consequences of the action.
- 7404.2.13 *Official Warning (WRG) Sanction*  
If an interference determined according to rules 7404.1.1 and/or 7404.1.2, is considered unintentional and did not directly affect the final result of the heat the Jury can issue an official warning to the interfering competitor. See 7404.3.1
- 7404.2.1.4 *Yellow Card (RAL) Sanction*  
If an interference according to Rules 7404.1.1 and/or 7404.1.2, is considered unintentional, but directly affects the final result of another competitor, the jury can issue a Yellow Card (RAL).  
If the Interference is determined to be intentional, but does not directly affect the result, the Jury can issue a Yellow Card (RAL).
- A competitor who receives a Yellow Card (RAL) sanction will be ranked as last in their heat, and relegated to the last position of the respective round. They will be listed as "RAL" on the final results list. The Yellow Card will remain with the competitor for the entire season at the same category of competition.
- 7404.2.1.5 *Red Card (DSQ) Sanction*  
If an interference is determined according to Rules 7404.1.1 and/or 7404.1.2, and the Interference is determined to be intentional, and directly affects the final result of another competitor, the jury can issue a Red Card (DSQ).
- A competitor who receives a Red Card (DSQ) sanction will be disqualified from the current competition, listed as DSQ on the final result list, and will not be ranked. The Red Card (DSQ) shall result in the suspension of the competitor from the next competition (NPS) within one competition season of the same category of Event. The next competition in the same category on the FIS calendar has to be finished, published and validated with an official result.  
The Red Card will remain with the competitor for the entire season at the same category of competition.
- 7404.3 Penalties for Multiple Card Sanctions**
- 7404.3.1 *Multiple Warning*  
If the competitor receives a 2nd warning (WRG) during the same competition, this will lead directly to a Yellow Card (RAL).
- 7404.3.2 *Multiple Yellow Card (RAL) Sanctions*  
Two (2) Yellow Card (RAL) sanctions issued to a competitor during a competition season in the same category of events will result in an automatic suspension of that competitor (NPS) from the next competition in the same category.  
The next competition in the same category on the FIS calendar has to be finished, published and validated with an official result.
- 7404.3.3 *Multiple Red Card (DSQ) Sanctions*  
Two (2) Red Card (DSQ) Sanctions issued to a competitor during a competition season in the same category of events, the jury is required to refer the competitor to the appeals commission pursuant to rule 225.2.

#### 7404.3.4

##### *Expiration of Sanctions*

The Yellow/Red Card (RAL/DSQ) sanctions expire when the season of the certain category of an event end. Sanctions (RAL/DSQ) given during OWG, WSC, WJC, YOG, only apply to that one event.

#### 7404.3.5

##### *Post Race Review and Sanction Adjustment*

As soon as possible after the competition (within a maximum of 24 hours, or at the latest 1 hour before the next competition of the category) a panel will review the sanctions imposed. The panel will be the Jury for all competitions except the World Cup where the Jury will appoint the panel consisting of 5 members: TD, RD and 3 members of the Advisory Group not involved in the case (the Connection Coach can be a substitute for one of the AG members if required).

As a result of this review the Jury may mitigate the sanction imposed, but the result of the competition/ranking remains unchanged.

### **7405**

## **Immediate Announcement of Sanctions / Disqualifying Faults**

#### **7405.1**

##### **Announcement of Rule 7404.1 Sanctions**

All jury determined sanctions of rule 7404.1 must be made before the beginning of a next heat and shall be announced in the Finish area and communicated to the sanctioned competitor, or their NSA representative.

The sanction will be posted on the official notice board at the Start and the Finish. All sanctions including a description must be recorded and reported by the FIS Technical Delegate in the TD report and forwarded to involved NSAs.

The reason for the sanction can be:

- Action by Hand&Arm (pulling/pushing/blocking)
- Contact from the side or from behind
- Line deviation

#### 7405.2

All violations of Rule 7404.1 Intentional Contact according to the "Card System" shall be announced in the Finish area and communicated to the competitor or their Team Captain as soon as possible and in any event prior to the commencement of the next heat. The sanctions will then be posted on the official notice board at the bottom and top of the course indicating the section of the course where the infraction occurred. All decisions must be recorded and reported by the FIS Technical Delegate in their TD Report.

#### **7405.3**

##### **Requested Review**

All requested reviews, by a competitor or a team official must be reported to the Referee, Jury member or to a jury appointed person (which is announced at the Team Captains meeting) before the next heat begins. Review requests received after this time will not be accepted. A competitor does not need to stop their run and/or raise their hand if they think that they have been interfered with by another competitor in order to have the right to request a review.

### **7406**

## **Determination of a Finish in Timed run's (Qualification)**

With electric timing, the time is taken when competitors cross the line between the finishing posts with any part of their bodies or equipment and so breaks the contact.

## **7407 Determination of a Rank in each Heat**

### **7407.1 Determination of the Rank at the Finish Line**

#### *7407.1.1 Ski Cross*

Ranking in each heat is determined by the first part of the body that crosses the Finish line.

### **7407.2 Breaking the Ties at the Finish Line**

#### *7407.2.1 Tie Breaking before the Small and Big Final*

In a case where it is not possible to determine the ranking, then the ranking will be determined by the ranking in the qualification phase of the competitors. Then the competitor(s) with the better rank will win the tie break.

In the case of a holistic format the ranking will be determined by the heat seeding of the competitors. Then the competitor(s) with the better seeding rank will win the tie break.

#### *7407.2.2 Tie Breaking in the Small and Big Final*

In case of a tie in the small final or the big final, they will remain tied and will receive the same rank.

### **7407.3 Determination of the Rank in case of DNF, RAL & DNS**

#### *7407.3.1 Ranking of Competitors that Did Not Finish (DNF)*

In a case where more than one competitor receives a DNF (7401.3), the rankings in that heat will be based on the location where each competitor ceased making correct passage of the course. The competitor that has completed more gates correctly (7401 Gate Passage) further down the course will receive the better rank.

In a case where a did not finish (DNF) is ranked in the top 2 competitors (4 persons format) the competitor(s) will advance to the next round.

#### *7407.3.2 Ranking of Competitors that are Ranked as Last (RAL)*

The competitor will be automatically ranked as last (RAL) in their heat ranked at the end of the respective round (32 – 1/8th final; 16- 1/4th final)

A competitor who is ranked as last will not advance to the next round and is not permitted to start in any further heat in the competition.

#### *7407.3.3 Ranking of Competitors that Did Not Start (DNS)*

Competitors that did not start (DNS) will not be ranked in that heat and will not advance to the next round.

#### *7407.3.4 Tie breaking rules in case of DNF, RAL, DNS*

In case of a tie, it will be broken by the ranking in the qualification phase of the competitors. The competitor(s) with the better rank will win the tie.

In case of a holistic format the ranking will be determined by the heat seeding of the competitors. The competitor(s) with the better seeding rank will win the tie.

## **7408 Video Control**

When the organiser has the technical installation for an official video control, the Jury will appoint an official Video Controller. The duties of the Video Controller are to observe the competitors' passage on the course and all incidents of "Inrace Interference" and shall report all incidents to the Jury with recommendation for final decisions about disqualifications / sanctions.

In upper-level FIS competitions (OWG, WSC, WC, YOG and WJC) there will be the use of video judging/control for Ski Cross competitions.

At major events (OWG, WSC, WC, WJC and YOG) a minimum of two screens in adequate size and resolution quality must be available in the video control location, as well as in the Data & Timing room. Here the live Feeds from the TV production as well as slow-motion images from all camera angles covering the race course need to be provided (refer also to TV Broadcasting Manual). Ideally the Video controller has a separate device available for reviewing. Additional referee monitors are required, one at the start and one at the finish.

## **7500            Formats**

### **7500.1            Competition Procedures**

All competitions will generally consist of a qualification phase and a Knockout final. The Jury may decide to use other formats due to the number of participants, weather or snow conditions or competition program. If just KO heats are executed (including qualification heat rounds) it is called Holistic KO Format. A summary of all formats is described in 7608.1.

## **7501            Qualification Phase**

Qualification can be held as Time qualification, timed Seeding run(s), Qualification Heat Round, 3 heats Qualification or Round Robin.

### **7501.1            Timed Qualification**

Timed runs are used to qualify competitors into the KO Final pairings. They can be held in qualification or seeding format. In qualification format a valid time is required to qualify for the finals or be ranked in case of not being qualified. In seeding format DNF and DNS may qualify for the finals too (see 7501.1.5) The seeding format can only be used, if the number of competitors in the seeding list is not higher than the number of available spots in the selected KO bracket.

#### *7501.1.1            Single Run Qualification*

All competitors will have one timed run.  
All finished competitors will be ranked by their time.

#### *7501.1.5            Seeding Run Format*

All timed qualifications (see 7501.1.1 - 7501.1.4) can be executed in the seeding run format.  
All competitors are qualified to the Knockout Finals. Competitors who Did Not Start (DNS) or Did Not Finish (DNF) will be seeded into the Finals brackets. Disqualified (DSQ) competitors will not advance to finals and will not be ranked. DNF will be ranked after the lowest ranked competitor that completed the whole course.  
In a case where more than one competitor does not complete the course, the rankings will be based on the location where each competitor ceased making correct passage of the course. The competitor that has completed more gates correctly (7401 Gate Passage) further down the course will receive the better rank. If they are tied, the competitors will be ranked according to their seeding descending order (worse seeding position wins the tie break).

DNS will be ranked after the lowest ranked competitor, that Did Not Finish (DNF). In a case where more than one competitor did not start, the competitors will be ranked according to their seeding descending order (worse seeding position wins the tie break).



7501.1.6 *Tie Breaking*

7501.1.6.1 Single run qualification, seeding run or first run of cut down system  
If two or more competitors have the same time, then the competitor who started later will win the tie and be ranked better.

**7501.2 Qualification Heat Round (Holistic Format only)**

If the number of competitors KO Format exceed the number of competitors fitting in the Final bracket, a Qualification Heat Round can be executed as long as the number of Qualification Heats is lower than the number of additional heats needed for the next higher bracket.

7501.2.1 *Number of Competitors to use Qualification Heat(s)*

The following table indicates what kind of heats should be used:

Used Bracket	Number of present competitors
4 competitors	1-4
QHR	5-6
8 competitors	7-8
QHR	9-11
16 competitors	12-16
QHR	17-23
32 competitors	24-32
QHR	33-47
64 competitors	48-64
QHR	65-95
128 competitors	96-128
QHR	128-191

7501.2.2 *Execution of the Qualification Heat Round (QHR)*

From the seeding list, the number of exceeding competitors of the final bracket used (X) plus the number of competitors that have to be taken out of the final bracket according to the seeding list = (Y). X + Y will compete in the qualification Heat(s) round.

If the number of competitors (X) is an even number, (Y) is the same as (X) or else (Y) is the next higher even number.

7501.2.3 *Number of Qualification Heat(s)*

The number of Qualification Heats to be executed is K.

- 7501.2.4** *Determination of the Qualification Heat Round composition*  
 The competitors (X+Y) are filled into the qualification heats round with the following assignment:  
 The first half of (Y) is sorted on the red bib position beginning with heat 1.  
 The second half of (Y) is sorted on the green bib position beginning with the highest heat number.  
 Then the first half of (X) is sorted on the blue bib position beginning with heat 1.  
 The second half of (X) is sorted on the yellow bib position, beginning with the highest heat number.
- 7501.2.5** *Reallocating the competitors in the KO Final Bracket*  
 The best two ranked competitors of each heat will be filled into a Reallocation List (RL). They are sorted by the original competitors seeding list position ascending order.
- The competitors in the RL will be allocated into the KO final bracket to the corresponding reallocation list order. The bracket positions of the Y in ascending order are the reallocation list position ascending order. (The bracket position of the best Y is assigned order to the reallocation list order 1, etc.).
- 7501.2.5.1** *IRM in Qualification Heats Round*  
 Normal Heat rules are valid for the QHR regarding IRMs. Therefore, it can happen, that less than 2 competitors will get a rank in a Qualification heat (example: Qualification heat with 3 competitors, 1 is ranked, 2 RAL or 2 DNS then just the one ranked is filled into the RL)
- In case, that less competitors are present in the RL than available spots in the KO bracket, the 3<sup>rd</sup> ranked competitors in their Qualification heats will be used.
- Therefore, they will be sorted according to their seeding list position in ascending order and the needed amount of competitors will be filled into the RL before the RL is resorted according to the seeding list position.
- 7501.3** **3 Heats Qualification**  
 Qualification by three (3) heats: All competitors participate in three (3) rounds of qualification heats with four (4) competitors. Depending on the field size there will be one (1) to three (3) heats with three (3) competitors.  
 Each competitor wins points for each qualification round depending on his/her rank in the heat. The Points per rank are different for heats with 4 than heats with 3 or 2 competitors.
- |            |   |
|------------|---|
| heat of 4: | 1st: 10 points; 2nd: 5.6 points; 3rd: 3 points; 4th: 1.4 points |
| heat of 3: | 1st: 8.9 points; 2nd 5.1 points; 3rd: 1.4 point                 |
| heat of 2: | (only in case of a DNS) 1st: 6.5 points; 2nd 1.9 points         |
| DNF:       | 1 point   |
| DNS:       | -1.5 points   |
| RAL:       | -1.5 points   |
- The qualification rank is based on the higher sum of points out of the 3 qualification heats.
- 7501.3.1** *Number of Heats per Qualification Round*  
 The number of heats is determined by the total participants per gender and age category, divided by 4 (four) with the decimals rounded up.  
 Example for 38 competitors: eight (8) heats with four (4) competitors and two (2) heats with three (3) competitors per qualification round.

### 7501.3.2

#### *Heat allocation for 3 Heats Qualification*

The 1<sup>st</sup> round the qualification heats are filled according the seeding list. All competitors that are allocated to a red or a blue jersey heat positions are sorted in order of the seeding list, the green and yellow jerseys heat positions are sorted in reverse order of the seeding list.

Example for 3 heats: red pos. 1 heat 1, pos. 2 heat 2, pos. 3 heat 3; green pos. 6 heat 1, pos. 5 heat 2, pos. 4 heat 3.

For the 2<sup>nd</sup> and 3<sup>rd</sup> qualification heat round the qualification heats will be filled according a draw procedure as described in 7604.3.2.1. The draw for the 2<sup>nd</sup> round should exclude pairings from the 1<sup>st</sup> round and the 3<sup>rd</sup> round should exclude pairings from the 2<sup>nd</sup> and 3<sup>rd</sup> round. Competitors should be filled into incomplete heats fairly.

After reviewing the draw result, the Jury may decide to redraw the seeding if there are competitors who compete three times against each other, a competitor is seeded three times into an incomplete heat by 3, or when the heats seem to have a very unbalanced heat weight. After the jury approval the draw result cannot be protested.

### 7501.3.3

#### *Ties in 3 Heats Qualification*

#### 7501.3.3.1

##### Heat Level Value (HLV)

Each competitor has a heat level value (HLV). The HLV is calculated by the sum of the seeding list ranks from the started adversaries in each qualification heat.

Example:

1<sup>st</sup> Heat of competitor with the seeding list rank 7 contains of seeding list ranks:

1, 7, 13, 19 => partial HLV for this heat is  $1+13+19 = 33$

2<sup>nd</sup> Heat of competitor 7 contains of: 2, 7, 14, 24 => partial HLV for this heat is 40

3<sup>rd</sup> Heat if competitor 7 contains of: 3, 7, 15, 20 => partial HLV for this heat is 38

Final sum (HLV) of the three partial HLV is  $33 + 40 + 38 = 111$

#### 7501.3.3.2

Ties for competitors who are qualified for the finals

The competitor who has the lower HLV will be ranked before the competitor(s) with a higher sum.

If they are still tied, the competitors will be ranked according to the seeding position in descending order. (worse seeding position wins the tie break).

#### 7501.3.3.3

Ties for competitors who are not qualified to the final heats, will receive the same rank. The competitor with the higher bib number will be listed first.

### 7501.3.4

#### *Maximum Competition Runs*

The competition format has to be chosen so that there is maximum six (6) competitive runs in a day for one competitor. This includes qualification and final heats, in case the qualification and the final heats are held on the same day. If the competition format produces more than six (6) runs for the Finalists, the qualification has to be held on a separate day than the finals.

### 7501.3.5

#### *Qualification Heats in Age Categories at Events without FIS-Point*

(as described in rule 201.1. & 201.2)

Small categories with less than six (6) competitors have to be joined with a category of the lower or higher age group. This is relevant for the qualification heats. The final heats can be split again into the age categories, as long as there are at least three (3) competitors for a proper final in each gender/age category.

## 7502

## Finals

### 7502.1

#### KO Final Phase

The top 2 competitors (4 competitors per heat) advance from phase to phase as determined by their rank in each heat.

#### 7502.1.1

##### *4 Person Format*

Finals are based on 128, 64, 32, 16, 8 or 4 competitor brackets with 4 competitors per heat

#### 7502.1.2

##### *Ski Cross Finals Brackets / Pairings*

Pairings for the Finals will be according to the following for the Knockout (KO) Format and Group Heat Format (RR):

In Holistic KO Format the order per heat of the Green, Blue, Yellow, White and Black Jerseys can be different due to the draw or selection:

#### 7502.1.2.1

##### *KO Bracket for 1 Heat / 4 competitors, 4 per Heat*

Heat #	Red Jersey 1st position	Green Jersey 2nd position	Blue Jersey 3rd position	Yellow Jersey 4th position
1	1	2	3	4

#### 7502.1.2.3

##### *KO and RR Bracket for 2 Heats / 8 competitors, 4 per Heat*

Heat #	Red Jersey 1st position	Green Jersey 2nd position	Blue Jersey 3rd position	Yellow Jersey 4th position
1	1	4	5	8
2	2	3	6	7

#### 7502.1.2.4

##### *KO Bracket for 4 Heats / 16 competitors, 4 per Heat*

Heat #	Red Bib 1st position	Green Bib 2nd position	Blue Bib 3rd position	Yellow Bib 4th position
1	1	8	9	16
2	4	5	12	13
3	3	6	11	14
4	2	7	10	15

## 7502.1.2.5

*KO Bracket for 8 Heats / 32 competitors, 4 per Heat*

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

## 7502.1.2.6

*KO Bracket for 16 Heats / 64 competitors, 4 per Heat*

Heat #	Red Jersey 1 <sup>st</sup> position	Green Jersey 2 <sup>nd</sup> position	Blue Jersey 3 <sup>rd</sup> position	Yellow Jersey 4 <sup>th</sup> position
1	1	32	33	64
2	16	17	48	49
3	9	24	41	56
4	8	25	40	57
5	5	28	37	60
6	12	21	44	53
7	13	20	45	52
8	4	29	36	61
9	3	30	35	62
10	14	19	46	51
11	11	22	43	54
12	6	27	38	59
13	7	26	39	58
14	10	23	42	55
15	15	18	47	50
16	2	31	34	63

Heat #	Red Jersey 1st Position	Green Jersey 2nd Position	Blue Jersey 3rd Position	Yellow Jersey 4th Position
1	1	64	65	128
2	32	33	96	97
3	17	48	81	112
4	16	49	80	113
5	9	56	73	120
6	24	41	88	105
7	25	40	89	104
8	8	57	72	121
9	5	60	69	124
10	28	37	92	101
11	21	44	85	108
12	12	53	76	117
13	13	52	77	116
14	20	45	84	109
15	29	36	93	100
16	4	61	68	125
17	3	62	67	126
18	30	35	94	99
19	19	46	83	110
20	14	51	78	115
21	11	54	75	118
22	22	43	86	107
23	27	38	91	102
24	6	59	70	123
25	7	58	71	122
26	26	39	90	103
27	23	42	87	106
28	10	55	74	119
29	15	50	79	114

30	18	47	82	111
31	31	34	95	98
32	2	63	66	127

### 7502.1.3

#### *Heat Pairings with Qualification*

All qualified competitors will be filled into the KO bracket according to their ranking in the qualification as shown under 7502.1.3 Qualification Phase.

The heat compilation can also be determined by a Heat Selection (see 7604.3.3).

### 7502.1.4

#### *Placing Heats*

If the Holistic KO format or qualification heat rounds leading to the Holistic KO format is used, it is possible to proceed in the KO finals with placing heats with the competitors who do not advance in their heats to ride out their rankings. They will be grouped into a new heat bracket. The ones who placed 3rd in their heat will compete against each other and the ones who placed 4th correspondingly.

Competitors who placed 3<sup>rd</sup> or 4th in 1/16 Finals will compete for a placing in the Quarter Finals and the Finals (or small Finals) for the places 33-64.

The competitors who finished 3rd or 4th in 1/8 Finals will conduct a placing in the Semi Finals and the Finals (or small Finals) for the places 17-32.

Competitors who placed 3rd or 4th in the 1/4 Finals will compete for a placing in the Semi Finals and Finals (or small Finals) for the places 9-16.

If there are more than 64 competitors, the placing heat rounds are limited to a maximum of one additional round and after those heats the competitors will be tied at their respective positions.

## 7502.2

### **Round Robin**

### 7502.2.1

#### *Group Heat Format (Round Robin):*

There will be up to 16 or up to 32 competitors seeded into the group heat, based upon the qualification as shown under 7502.3.1.1 Single Panel or 7502.3.1.2 Double Panel. There will be five (5) rounds per panel, where every competitor will compete in each heat, against every other competitor.

### 7502.2.1.1

#### *Single Panel:*

There will be up to 16 competitors seeded into the Group Heats, based upon the qualification or seeding as shown under 7502.3.1.1.1 Finals Pairings / Brackets. There will be five (5) rounds, where every competitor will compete in each heat, against every other competitor.

If there are 17 to 19 competitors entered, a pre-heat can be organised with the competitors listed 16th and above on the FIS Seeding List and one will proceed to the Group Heats phase.

## 7502.2.1.1.1

*Round Robin Group Heat Seeding Table*

Pairings for the Intermediate phase will be according to the following for the Group Heat Format:

		Bib Assignment per Group Heat			
Group	Heat	Red	Green	Blue	Yellow
1	1	1	2	3	4
	2	5	6	7	8
	3	9	10	11	12
	4	13	14	15	16
2	5	1	5	9	13
	6	2	6	10	14
	7	3	7	11	15
	8	4	8	12	16
3	9	1	6	11	16
	10	2	5	12	15
	11	3	8	9	14
	12	4	7	10	13
4	13	1	7	12	14
	14	2	8	11	13
	15	3	5	10	16
	16	4	6	9	15
5	17	1	8	10	15
	18	2	7	9	16
	19	3	6	12	13
	20	4	5	11	14

## 7502.2.1.2

*Double Panel:*

There will be from 20 to 32 competitors seeded into the Group Heats with two panels, based upon the qualification or seeding as shown under 7502.3.1.2.1 Finals Pairings / Brackets. There will be five (5) rounds, where every competitor will compete in each heat, against every other competitor of their panel.

## 7502.2.1.2.1

*Round Robin Double Panel Group Heat Seeding Table*

Pairings for the Intermediate phase will be according to the following for the Group Heat Format:



Panel 1		Bib Assignment per Group Heat			
Group	Heat	Red	Green	Blue	Yellow
1	1	1	4	5	8
	2	9	12	13	16
	3	17	20	21	24
	4	25	28	29	32
2	5	1	9	17	25
	6	4	12	20	28
	7	5	13	21	29
	8	8	16	24	32
3	9	1	12	21	32
	10	4	9	24	29
	11	5	16	17	28
	12	8	13	20	25
4	13	1	13	24	28
	14	4	16	21	25
	15	5	9	20	32
	16	8	12	17	29
5	17	1	16	20	29
	18	4	13	17	32
	19	5	12	24	25
	20	8	9	21	28

Panel 2		Bib Assignment per Group Heat			
Group	Heat	Red	Green	Blue	Yellow
6	1	2	3	6	7
	2	10	11	14	15
	3	18	19	22	23
	4	26	27	30	31
7	5	2	10	18	26
	6	3	11	19	27
	7	6	14	22	30
	8	7	15	23	31
8	9	2	11	22	31
	10	3	10	23	30
	11	6	15	18	27
	12	7	14	19	26
9	13	2	14	23	27
	14	3	15	22	26
	15	6	10	19	31
	16	7	11	18	30
10	17	2	15	19	30
	18	3	14	18	31
	19	6	11	23	26
	20	7	10	22	27

7502.2.2

*Tie Break Rules in Group Heats (Round Robin)*

In case of a tie in a heat, all tied competitors will receive the same number of points.

- 7502.2.3 *Tie Break Rules after Group Heats (Round Robin) for qualifying places*  
In case of a tie between two (2) competitors, the competitor who had higher rank in their common heat will be ranked first. If they have been tied in that common heat, the competitor with the better qualification or seeding rank will advance. In case of a tie between three (3) or more competitors, the tie will be broken based upon their qualification or seeding rank (the competitor(s) with the better qualification rank will win the tie break.
- 7502.2.4 *Ranking of the Round Robin Group Heats*  
Competitors will be ranked according to their points sum from the RR phase.
- 7502.2.5 *Table of Points based upon Rank in each Heat*  

Rank	Points
1st	= 4
2nd	= 3
3rd	= 2
4th	= 1
DNS	= 0
RAL	= 0

Did Not Finish (DNF) is considered as a result and competitors will be ranked (if multiple competitors, rankings will be based on the competitor who made it further down the course) as per 7702.6 Final Ranking for DNF.
- 7502.2.6 *Round Robin Group Heat Intermediate Ranking*  
After heat twenty (20; round 5), there will be an intermediate ranking from the 1st to 16th place per panel according to the total points each competitor has scored during the heat phase. If the competition cannot be completed after the RR phase, the intermediate ranking can be used as the final results. At a double panel the competitors will be ranked according to the position they have received in their panels. Both results will be merged in the final result list. There will be no tie breaking for the first 8 ranks. (Both 1st places will receive the 1st rank. 2nd places will receive the 3rd rank...) The position from the 9<sup>th</sup> ranked competitors onwards will be decided by the seeding or qualification rank between them.
- 7502.2.7 *Invalid Results Marks (IRM) during the Round Robin Group Heats Phase.*
- 7502.2.7.1 In case competitors are disqualified DSQ the competitor(s) will not advance to the next group heat, semifinals or finals will lose all points and will not be ranked.
- 7502.2.7.2. In case competitors are Ranked as Last (RAL), Did Not Finish (DNF) or Did Not Start (DNS) in Group Heat Phase they can still participate in the next rounds.
- 7502.2.8 *Semifinals*
- 7502.2.8.1 *Single Panel*  
The eight (8) top-scoring competitors from the KO format will qualify for the semifinals. They will be seeded according to the Round Robin Result Ranks  
7502.1.3.3 KO and RR Bracket for 2 heats / 8 competitors, 4 per Heat. Ties are broken according 7502.3.3 Tie Break Rules after Group Heats (Round Robin).
- 7502.2.8.2 *Double Panel*  
The four (4) top-scoring competitors from the RR format per panel will qualify for the semifinals. They will be seeded into the bracket according to the Round Robin Result Ranks.  
7502.1.3.3 KO and RR Bracket for 2 heats / 8 competitors, 4 per Heat. Ties are broken according 7502.3.3 Tie Break Rules after Group Heats (Round Robin).

SF 1: 1st place panel 1(red), 2nd place panel 2 (green), 3rd place panel 2 (blue), 4th place panel 1 (yellow)  
SF 2: 1st place panel 2(red), 2nd place panel 1 (green), 3rd place panel 1 (blue), 4th place panel 2 (yellow).

- 7502.2.9 **Finals**  
Small Final: 3rd place semifinal 1 (red), 3rd place semifinal 2 (green), 4th place semifinal 1 (blue), 4th place semifinal 2 (yellow)  
Big Final: 1st place semifinal 1(red), 1st place semifinal 2 (green), 2nd place semifinal 1(blue), 2nd place semifinal 2 (yellow)
- 7502.2.9.1 **Force Majeure**  
If the competition cannot be completed, the Jury can decide to skip the semifinals and the Small Final, with the first two competitors of each panel qualifying direct for the Big Final.
- 7502.2.10 **Tie Break Rules in the Final phases: (Round Robin)**  
In case of a tie in the semifinals, the competitors will be ranked according to the Group Heats ranking.  
In case of a tie in the Big Final or in the Small Final, they will remain tied.

## **7600 Phases & Procedures**

### **7601 Entry**

The procedure and timelines of the entry system are described in the general FIS rule section Refer to 215.

#### **7601.1 Age Limits**

In all FIS competitions age limits are applied in order to be able to participate at the various levels of events.  
Refer to general section 2013 and 2013.7.

#### **7601.2 Quota**

In all FIS competitions quota restrictions are applied based upon the type and level of event.  
Refer to the quota sheets of the various levels and types of competition.

### **7602 TC Meeting**

Refer to 2033.1 & 216.

### **7603 Announcement of the Format**

The used Qualification Format, Final Format and used Bracket size must be announced at the draw meeting.  
The used formats are selected by the jury and may vary from the format published in the invitation.

### **7604 Draw / Start List**

Refer to 217, 2018, 2019 and 2020  
Sanctions may be given to a Nation whose competitors start in the wrong start order.

## **7604.1 Seeding List**

- 7604.1.1 The most current FIS points list, valid on the date of the draw meeting, must be used for the seeding of competitors. If competitors do not appear in the last valid FIS points list, they shall be assigned to that group of competitors without points.
- 7604.1.2 The present competitors will be sorted according to their rank on the current FIS points list in ascending order.
- 7604.1.3 At Continental Cup the competitors will be sorted into rank order of the respective Continental Cup Standing List or Event FIS Points List whichever rank is better. On the first Continental Cup competition of the season the Continental Cup Final Ranking from previous season will be taken into consideration. If the competitors are tied, the better rank in the Cup Standing List will decide their position. If they are still tied the better rank in the FIS Points List will decide their position. If they are still tied their position will be decided by a draw.
- 7604.1.4 **Major Events**  
At World Cup and World Championships the present competitors will be sorted according to the FIS Points rank or the World Cup standing rank or World Cup Starting List (WCSL) rank whichever is better (the best ranked competitor appears at the top of the list).  
If the competitors are tied, the better rank in the 2<sup>nd</sup> best category will decide their position. All 3 lists (FIS Points, WC, WCSL) have the same value. If they are still tied after using the third category their position will be decided by a draw.
- 7604.1.4.1 At the Olympic Winter Games specific rules will apply.

## **7604.2 Draw**

- 7604.2.1 *Timed Qualification Start List*  
The first group is defined by the top 8 (finals of 16) or 16 (finals of 32 or more) competitors of the seeding list in relation to the defined Finals field size and they will be randomly drawn. The remaining competitors will be sorted according to the seeding list ascending in order.  
  
Bibs are assigned according to the result of the draw and the seeding.
- 7604.2.1.1 **Starting Order in Extraordinary Conditions "Snow seed"**  
In extraordinary weather conditions, the Jury may change the starting order for the qualification. A group of at least six competitors, nominated in advance, starts before start number one. These six competitors are randomly drawn from among the last 20% of the start list. They will start in reverse order of their start numbers.  
  
If the last 20% of the start list is less than 6 competitors, the last 6 competitors of the seeding list will be selected.
- 7604.2.2 *The Draw for the Holistic Heat Format and 3 Qualification Heats*  
  
All competitors will receive a bib according to the seeding list ascending and will be divided into groups as for 7502.1.2 Ski Cross Finals Brackets /Pairings:  
Group 1: Red Jersey  
Group 2: Green Jersey  
Group 3: Blue Jersey  
Group 4: Yellow Jersey

In the case a qualification heat round (7501.2) is conducted the procedures to fill the final brackets/pairings will determinate the places where the qualified competitors, after the qualification heat round, will be entered into the brackets. In this case the procedure adopted will determinate the heat for the reallocation list order in the bracket (7501.2.5).

- 7604.2.2.1      **Random draw Procedure**  
The group 1 (Red Jersey) will be filled into the bracket according to their seeding position.  
The remaining competitors will be randomly drawn amongst the respective group into the bracket. The draw only affects the composition of the heat. The bib of the competitor remains according to the seeding list. In case the final bracket is not fully filled, the best competitors should compete in heats with less competitors. (refer to rule 7604.2.3.1).
- 7604.2.2.2      **Direct Seeding Procedure**  
Competitors are filled into the bracket according to the seeding list position without any draw as shown in 7502.1.2.
- 7604.2.2.3      **Selecting Procedure**  
Competitors are filled into the bracket using a heat selection as for 7604.2.3.
- 7604.2.3          ***Heat Selection***  
In case of a Heat Selection, the qualified competitors will not be filled into the brackets according to their ranking in the qualification. They will be divided in groups, so called "Pools". The pools are based on the Jersey Colour Assignment for the final. The lowest bib of pool 1 (red jerseys) will select one competitor from pool 2 (green jerseys), one competitor from pool 3 (blue jerseys), one competitor from pool 4 (yellow jerseys) in 4 competitors per heat format. After the lowest bib has selected his/her heat, the next lowest bib from pool 1 advances with the heat selection until all heats are selected.
- 7604.2.3.1      **Incomplete heats**  
In case that the number of competitors qualified for the final is lower than the number of spots available for the final, competitors with the top final bibs do not need to select a competitor from pool 4 in 4 competitors per heat format (example: in a bracket for 32 competitors, with 28 competitors available during the draw, the pool 1 bibs 1, 2, 3 and 4 will have to select one competitor of the green pool, one competitor of the blue pool and no competitor of the yellow pool).
- 7604.2.3.2      **Personal participation at the Heat Selection**  
If a selecting competitor is not present at the Heat Selection, the competitor loses the right to select their heat. After all other heats are selected by the present competitors, the remaining competitors from the pools will be assigned to this heat. If more than one competitor is not present at the Heat Selection, the remaining competitors of the pools will be assigned by bibs. The lowest remaining bib of the red pool will get the highest remaining bib of the green pool, followed by the blue pool, followed by the yellow pool. In the case of a 6 competitors per heat format, the highest remaining bib of the white pool followed by the black pool.

## **7605                      Course Setting**

The setting of the gates must be done before the official inspection and training and should incorporate the skillful use of the terrain with the integration of terrain features and jumps into the setting. Minor adjustments in the setting may be necessary during the training to adjust the course for a smooth competition line. Any changes made during training should be announced in the start area so all competitors and Team Captains are aware of any such changes.

## **7605.1 Placement of the Triangular Gates**

7605.1.1 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, competitors may be required to pass between two gates of the same colour (for example: corridors).

7605.1.2 The gates must be set on both sides of all features such as rollers and take off of jumps as well as the finish line. Placing gates in blind locations such as landings shall be avoided. In flat non-banked turns, banked turns or any other type of turns a single turning gate shall be set and no outside gate will be required.

## **7605.2 Spare Poles**

The Chief of Course is responsible for the availability and correct placing of enough spare poles. They must be placed at the start or so that the competitors are not mislead or confused by them.

## **7605.3 Marking of the Gates**

The positions of the gate poles are to be marked with an easily recognizable colouring substance which remains visible throughout the entire competition.

## **7605.4 Numbering the Gates**

The gates must be numbered from top to bottom of the course and the numbers attached to the outside pole. Start and finish are not counted or considered as gates.

## **7605.5 Assistance**

Assistance must be provided for the course setter, at a time to be fixed by the Jury, so that they can concentrate on the actual course setting and not be distracted by fetching poles, etc.

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

- enough blue and red poles (long poles and stubbies)
- a corresponding number of flags, divided by colours
- drills, gate-keys, etc.
- enough gate numbers
- colouring matter for marking the position of the poles.

## **7606 Inspection**

The competitors are allowed to inspect the course by slowly sliding down through or alongside the course. The inspection durations are at the discretion of the Jury but should be a minimum of 20 minutes. All competitors are required to complete at least one inspection run prior to training session or phase. The day times for the start and finish of the inspection is written in the minutes and if not different communicated by the jury strictly valid. The inspection starts by entering the course and ends by crossing the finish line. Competitors and team members not following the day times of the inspection are sanctioned according to the rules ICR 2024 and 2025.

Competitors must visibly wear their bibs and their helmets during the inspection.

## 7607 Training

- 7607.1 For Ski Cross at least one training run prior to the actual competition is mandatory. A competitor entered into a competition must complete at least one training run before they may start in the actual competition. In case of a DNF, yellow flag or other interruptions, the jury can decide for a rerun or a permit to start.
- 7607.2 Competitors not wearing their bibs will not be allowed to participate during official training.

## 7608 Competition Phase

### 7608.1 Phase Description

Training Phase		7607.2
Qualification Phase		7501
Timed Qualification	1 run	7501.1
Timed Seeding	1 run	7501.1.5
3 Heats Qualification	with 3 rounds with (x) Heats	7501.3
Qualification Heat Round For Holistic Heat format	1 round with (x) Heats	7501.2
Round Robin (2 <sup>nd</sup> qualification phase in case of QHR)	with single panel (5 rounds of 4 Heats / 20 Heats) or double panel (2x 20 Heats)	7502.3
<b>KO Final Phase</b>		<b>7502.1</b>
Holistic KO format 128/64/32/16/8/4 (heats with 4) or 96/48/24/12/6 (heats with 6)	with 1 to 6 rounds with (x) Heats di- rect to finals or QHR.	
KO Rounds format 128/64/32/16/8/4 (heats with 4)	after Seeding or, Qualification (Timed or 3 Heats Qualification) or Round Robin run with 1 to -6 rounds with (x) Heats	

### 7608.2 Determination of the Start Lane for Timed Qualification

The choice of which starting lane will be used will be decided by the jury.

### 7608.3 Interrupted Competition or Training

If an interrupted phase cannot be finished on the same day, it is to be treated as a terminated phase.

## 7609 Start Stop

The start stop procedure is put in place to assure safety of all competitors and officials that have access to the field of play. This procedure must be understood and followed by all parties.

**Start Stop:** A start stop can occur because of course maintenance, weather (fog, wind), equipment on the course (competitors' equipment, fence, tools, etc).



**Command “Start Stop”:** On the command "start stop!" the Start Referee must close the start. He/she must respond immediately via radio confirming that the start is closed and state the start number of the last competitor / heat that have started as well of the start number of the competitor / heat held at the start (“start stop confirmed, number 23 / heat on course, number 24 / heat at the start”).

**Yellow Flag:** For immediate stop of a competitor on the course, a yellow flag must be used, please refer to 7609.1

## **7609.1**

### **Yellow Flag**

A Yellow Flag is used on the course by Section Judges for an immediate stop of an athlete in their section.

A yellow flag is only used in the section where the incident takes place and by all sections above (i.e: Start stop yellow flag section 4. Section 4 use the yellow flag as well as section 3-2-1. Sections 5-6-etc until the finish area do not stop the athletes coming down in their section).

#### **7609.1.1**

##### *Inspection*

The Jury defines the position of the yellow flags for the training and for the race which can be waved to alert the next competitor.

The flags must be positioned before the first inspection and should be recognisable by the competitors.

#### **7609.1.2**

##### *Training*

When a competitor or heat is stopped in training by the yellow flag, the competitor or heat has the right to restart from the point where they have been stopped.

#### **7609.1.3**

##### *Qualification*

When a competitor or a complete heat (all 4 athletes) is stopped during the qualification the competitor or heat has the right to a rerun. The Jury should ensure that the competitor's rerun takes place before the last competitor on the start list of the race or in case of a heat before the next heat starts (World Cup and Major events). For lower level events, before the next phase starts.

#### **7609.1.4**

##### *Finals*

When a complete heat (all 4 athletes) is stopped during the race the competitors have the right to a rerun.

The jury should ensure that the heat's rerun takes place before the next heat starts (World Cup and Major events). For lower level events, before the next phase starts.

#### **7609.1.5**

##### *Obligation*

Competitors waved down by a yellow flag must stop immediately.

## **7610**

### **Start Procedure & Commands**

No official or attendant who could possibly give an advantage to or disturb the starting competitors may be behind them. All outside help is forbidden. By order of the starter, competitors must take their place behind the start device. The starter must not touch the competitor at the start. Pushing off from the start device allowed.

## **7610.1**

### **Timed Runs**

The start in qualification can be run with an open or closed start device. With an open device, it can be run with either light beam or an alpine start system. Alternatively a reaction start with a closed device like in the KO final can be used as well.

- 7610.1.1      *Start Signals & Commands*  
10 seconds before the start, the starter will tell each competitor "10 seconds". Five seconds before the start, the starter will count "5, 4, 3, 2, 1" and then give the start command "Go".
- 7610.1.2      *Start Intervals*
- 7610.1.2.1      Regular Intervals  
Competitors will normally start at regular intervals in between 20–60 seconds. The Jury may fix different intervals.
- 7610.1.2.2      *Special Start Intervals*  
To meet TV transmission broadcast requirements the Jury may consider a request to allowing increasing of the start interval.
- 7610.3      Heats**
- 7610.3.1      *Choice of Start Lane & Colour Jersey Assignment for the Final*
- 7610.3.1.1      Colour Jersey Assignment for the Heats See 7205
- 7610.3.1.2      Choice of Starting Lane  
The choice of the starting lane during each heat is based upon the qualification ranking or the seeding position depending on the format used. First ranked/seeded competitor can choose their lane, the second, the next lane and so on.
- 7610.3.2      *Start Signals & Commands*  
"We are ready for the next Heat, proceed to the Start Gate". "Enter the Start Gate" (approximately 30 seconds before the start command).  
"Skier Ready!" then "Attention" followed by the Starter opening the start gate randomly 1–4 seconds (or in the case of an electronic release device being used, the Starter beginning the random start sequence. During the final start command no coaching is permitted (no coaches present at the start device, no radio information from the course, etc.)
- 7610.4      Delayed Start**  
It is the competitors' responsibility to arrive at the start gate in time.  
A missed start is a DNS (Did Not Start).
- 7610.4.1      *Force Majeur*  
The Jury may, however, excuse such a delay if, in their opinion, the delay is due to "force majeure". The breakdown of a competitor's personal equipment or minor sickness of a competitor does not constitute "force majeure".
- 7610.4.2      *Start Order in timed Qualification*  
Where a start has been delayed and the competitor is ready to go, the Starter will run the competitor at the first start opportunity and inform the Jury, Judges, Referee, Finish Official, Chief of Timing, Announcer and Chief of Scoring accordingly.

## **7610.5 False Start**

### **7610.5.1 *False start or malfunction of the start gate***

Disqualification / Sanctions will take place:

- When a competitor manipulates the starting device
- When a competitor's skis pass the starting line (vertical plane) before the starting signal has been given (opening of the door)
- When the starting gate has clearly been blocked because of a technical malfunction before the start signal was given, the start must be repeated.
- When the starting gate is opened by one of the competitors and not by the starter because of a technical malfunction the start must be repeated.
- If the start gate does not open equally for all competitors, there shall be a rerun

### **7610.5.2 *Valid and False Starts***

In competitions with a fixed start interval the competitor must start on the start signal. The start time is valid if it occurs within the following limits: 5 seconds before and 5 seconds after the official start time. A competitor who does not start within that space of time will be sanctioned.

The start referee must inform the Jury of the start numbers and names of the competitors who made a false start or have contravened the starting rules.

### **7610.5.3** In Heat phases, a competitor who enters the course before the start command has been completed in accordance with 7610.3.2 shall be ranked as last (RAL).

## **7611 Special Procedures**

### **7611.1 Loss of Ski(s)**

A competitor who - having started and before a pre-determined location on the course - loses one or both skis, must stop and no longer continue. Then the competitor must move off the course and shall receive a DNF (7401.3) for that run.

### **7611.2 Continuation with one Ski, no Ski**

A location shall be defined on the course, close to the finish of the track, and taking into account the unique characteristics of each individual track on a case by case basis. The determination will be guided by the position and nature of the final feature or jump that leads into the Finish area, and whether it is considered possible to safely complete the course should a loss of equipment occur after that point.

If a competitor loses one or both skis after this defined location, they may still cross the Finish line and complete the run. The pre-determined location shall be decided by the Jury prior to the Qualification or Seeding round and will be communicated to teams at the relevant Team Captains' meeting.

## **7612 Re-Runs**

### **7612.1 Re-Runs**

#### **7612.1.1** Decisions about a Re-Run will be made by the Jury.

#### **7612.1.1** In Case of a In Race Interference according to 7404, no Re-Run will be granted.

## **7612.2 Prerequisites**

- 7612.2.1 A competitor who is hindered while competing, can apply to any member of the Jury for a provisional re-run immediately after the occurrence of the interference. This claim can also be made by the team captain of the hindered competitor.
- by the force majeure,
  - the error of an official,
  - by a spectator, by an animal,
  - by any other justifiable causes outside their control
- 7612.2.2 In special situations (e.g. failure of the timekeeping system or other technical failures, like failure of the start device), the Jury may grant a provisional re-run.
- 7612.2.3 If competitors are stopped in qualification or in the final by a yellow flag, the Jury may grant a provisional re-run.

## **7612.3 Grounds for Interference**

- 7612.3.1 Blocking of the course by an official, a spectator, an animal, or other hindrance.
- 7612.3.2 Blocking of the course by a fallen competitor who does not clear the course quickly enough, (not valid for KO-Finale)
- 7612.3.3 Objects in the course such as a lost material of a previous competitor. (not valid for KO-Finale)
- 7612.3.4 Absence of a relevant gate that has not been promptly replaced. (not valid for KO-Finale)
- 7612.3.5 Other similar incidents beyond the will and control of the competitor, which cause significant loss of speed or a lengthening of the line and consequently affect the competitor's time or run.
- 7612.3.6 Interruption by an official with a Yellow Flag (see art. 7609.1).

## **7612.4 Validity of a Provisional Re-Run**

- 7612.4.1 In case the Referee and/or another Jury member are unable to question immediately the appropriate officials or to judge the justification for the provisional re-run request, they may, to avoid delay for the competitor or competition, grant a provisional re-run. This provisional rerun will be valid only if it is confirmed by the Jury.
- 7612.4.2 If competitors were already dnf before the incident entitling them to request a provisional re-run, the request for the provisional re-run is deemed to be not valid.
- 7612.4.3 The provisionally or definitively approved re-run remains valid even if it proves worse than the original run.
- 7612.4.4 If the claim for provisional re-run is shown to be unjustified, the competitor will be subject to sanction(s).

## **7612.5 Start Time of the Provisional Re-Run**

- 7612.5.1 The start of the provisional re-run is in accordance with the jury and should allow the competitors a reasonable amount of time to compose themselves prior to such start. The jury should ensure that the competitors' provisional re-runs take place before the last competitor on the start list in qualification. In the finals the provisional re-run must be executed in the same round of the competition

## **7613**

### **Protest**

General: ICR 2026, is valid

Decisions concerning the application of Rule 7404.1 cannot be protested. Decisions concerning the application of Rule 7404.1 cannot be appealed.

For these cases refer to 7405.

#### **7613.1**

##### **Protest Deadlines**

##### **7613.1.1**

Against another competitor or competitor's equipment or against an official because of irregular behavior during the competition:

- In any heat format for Ski Cross and at the final rounds for Ski Cross before the next heat begins.

##### **7613.1.2**

*Against the Timekeeping/Results:*

- at the final rounds for Ski Cross, before the next heat begins.

#### **7613.2**

##### **Settlement of Protest by the Jury**

##### **7613.2.1**

*For protest(s) concerning gate passage:*

- any additional evidence such as gate judge protocol, gate judge interview, videotape, photos, films should be reviewed and considered.

##### **7613.2.2**

In Ski Cross Finals the decision may be announced orally.

## **7614**

### **Awards**

Refer to 2017

## **7700**

### **Result & Start Lists**

## **7701**

### **Information on Result & Start Lists**

For detailed information refer the Timing and Data Booklet.

#### **7701.1**

**The Official Start and Result Lists must contain the following information:**

Competition Information:

- FIS Codex
- Date
- Name of Competition
- Site of Competition including Nation
- Name of Competition Sponsor
- Signature of TD & Chief of Results
- FIS or competition series Logo
- Discipline
- Event
- Gender
- Result Type (Start List, Brackets, Phase Results, Final Results etc.)

Course Data:

- Course Name
- Length
- Start Elevation
- Finish Elevation
- Vertical drop
- Number of elements
- Number of features (if different to elements)

Jury & Officials:

The following Officials have to be listed including full Name and Nationality. The Jury is defined separately.

Additionally, all Officials/Jury members with access to Live Video Review for the purpose of reviewing DNF and/or 7404 issues, need to be marked with a “\*VA\* “

Jury:

- Chief of Competition
- FIS Technical Delegate
- Referee
- Race Director if present

Officials:

- Start Referee
- Finish Referee
- Chief of Course
- Course Builder
- Course Advisor (if present)
- Technical Advisor (if present)
- Course Designer (if present)
- Video Controller (if present)

Weather:

- Condition (Sunny/cloudy/fog/snowfall/rain...)
- Air Temperature
- Snow Temperature
- Snow Conditions

Competitor Information:

- Bib Number
- FIS Code
- Last Name
- First Name
- Nation
- Year of birth (YB)

**7701.2**

**The official Start Lists must contain the following additional Information:**

- Name of Phase and Round
- Start Time
- List of competitors and Start Order
- Seeding criteria: The competitors FIS Points, WC Points, WCSL

- 7701.3 The Qualification Result Lists must contain following additional Information:**
- Start Time
  - Rank
  - Competitor information as described in 7701.1
  - Qualification time
  - IRMs
  - Forerunner names & nation

- 7701.4 Final Result List must contain the following additional information:**
- Start Time Finals
  - Final Rank
  - Competitor information as described in 7701.1
  - Progression:
  - Ranks in Rounds
  - Heat colours in Rounds
  - FIS Points
  - IRMs
  - Jury decisions
  - Forerunner names & nation

## **7702 Final Results**

### **7702.1 Four Person Format**

Competitors 1 to 4 are ranked according to their place of finish in the big final heat. Competitors 5 to 8 are ranked according to their place of finish in the small final heat. All remaining competitors are ranked and grouped according to their place in each heat in the round in which they were eliminated and then by their qualification (timed, 3 qualification heats or round robin group heats) rank within that group.

If no timed or 3 heats qualification was held, the competitors who are eliminated in the same round with the equal heat rank will be ranked based on their rank on the seeding list going into the competition. RAL and DNS will be considered as separate groups and ranks will be adjusted consequently.

If qualification heats did occur, the competitors who were eliminated in the qualification heat as 3<sup>rd</sup> will be tied and the ones who were eliminated as 4<sup>th</sup> are tied following the competitors in the Ranking who competed in the final brackets.

All tied competitors will be listed in ascending order of their Bib numbers.

### **7702.2 Round Robin**

Round Robin Group Heat results stand as qualification results.

### **7702.3 Final Ranking for DNF**

If a competitor receives a DNF (7401.3) in a single run qualification (7501.1.1) and does not start in the KO Heat Phase (7501.1.7), the competitor will appear as DNF in the final result list and will receive no rank.

A competitor who receives a DNF (7401.3) in a heat, will be ranked in that heat according to 7407.4.1 Ranking of Competitors that Did Not Finish and will receive a final ranking according to their rank in the heat.

#### **7702.4 Final Ranking for RAL**

A competitor who is ranked as last (RAL) in any round of the finals, will be ranked as last place for that final round before all DNS. All competitors ranked as last (RAL) in a round are grouped together and ranked according to the tie breaking rules. See as well 7407.4.2

#### **7702.5 Final Ranking for DNS**

If a competitor did not start in any phase (5608.1) of a competition, the competitor will appear as DNS on the final result list and will not be ranked.

After the first phase (qualification/seeding) of the competition is completed, a competitor who does not start (DNS) in any round of the following phase, will be ranked as last place for that final round before all NPS sanctions. All competitors who did not start (DNS) in the first round of a Final Phase are grouped together and, ranked according to the tie breaking rules.

#### **7702.6 Final Ranking for NPS (sanction)**

If a competitor receives a NPS sanction (2023) in the first phase of a competition, the competitor will appear as NPS on the final result list and will not be ranked.

After the first phase of the competition is completed, a competitor who receives a NPS sanction (2023) in any round of the finals, will be ranked as last place for that final round after all the DNS. All competitors who receive a NPS sanction in a round are grouped together and, ranked according to the tie breaking rules.

### **7703 Results after incomplete Competition**

#### **7703.1 Interruption of Competition**

If there is an interruption of a competition, the competition should be resumed when conditions warrant. The results completed before the interruption will remain valid if it is possible to complete the competition on the same day. Otherwise, the results prior to the interruption will be cancelled except if the Qualifications or some phases or rounds of the finals have been fully completed. In that case, only the uncompleted Finals phases or rounds will be postponed but must be completed on the same competition site.

#### **7703.2 Interruption of Competition for major events (WC, WSC, OWG)**

If the small and big Final of a competition within a major event has not been completed, there will be no Results and no prize money and no medals are awarded.

#### **7703.3 Interruption of Competition for all other levels**

Completed phases that create a valid result:

- Timed qualification
- 3 heat qualification
- Round robin group heat phase
- KO Rounds: Additional completed rounds in the KO heat phase will count for the Result. All competitors of the remaining KO rounds are ranked and grouped according to their place in each heat in the last completed round, and then by their qualification rank within that group.

Completed phases that do not create a result:

- Qualification heat round
- Any completed round on the KO phase in holistic format before Big Final



If the Small and Big Final of a competition has not been completed and there is a valid Result for that competition from another completed phase, there will be no Cup Points, but Medals and Titles may be awarded and FIS Points shall be calculated four Entry Points scales lower respecting the minimum defined for the competition category.

## **7800 Team Event**

### **7801 Execution**

A team consists of two competitors of the same gender (Ski Cross Team) or mixed gender (Ski Cross Mixed Team).

The team captains can enter any eligible athlete into the team; the necessary minimum FIS points for participation in the individual event at the respective level of event must be respected. Each competitor can be entered in one team only.

If a previous individual event was held in the same location the entered athletes must have been part of their nation's regular quota for this individual competition.

A qualification or a seeding process is used to determine the teams for the Finals (final competition phase).

Finals are conducted in a knock-out format of four teams per heat.

Once the first team-competitors are in the Finish, the second team competitors will start with time delay registered by the first team competitors.

A maximum "penalty time" applies in the case that the first competitor "Did Not Finish" (DNF) the course or the competitor's time difference from the winner in the Finish exceeds the maximum time delay (Penalty Time 7801.3.5).

The best two teams of each heat after the second run advance to the next phase of the finals.

### **7801.1 Finals Field Assembly**

#### *7801.1.1 (Qualification Format)*

##### **7801.1.1.1 Number of Runs**

Both team-competitors of each team will conduct one timed run.

##### **7801.1.1.2** The teams will be seeded according to the sum of the two ranks in the FIS points list of the entered athletes per team.

At the World Cup, World Championships and Olympic Winter Games the World Cup Starting List will be used for the seeding. If only one or no team member is represented in the World Cup Starting List, the FIS Points List will be used for both competitors, but these teams will always be seeded after the ones represented in the World Cup Starting List. For the World Cup each nation can enter a maximum of three teams, the host nation a maximum of four teams. For the World Championships and Olympic Winter Games special regulations regarding the maximum team number applies.

If two or more teams are tied the team with the better individual rank in the used list will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.

- 7801.1.1.3      **Start Order in the Qualification Run**  
The top eight teams of the seeding list will be randomly drawn. The remaining teams will be sorted according to the seeding list in ascending order.  
Both competitors of a team start in a single run after each other in the order entered by the team captain. In case of a Mixed Team event, the man of each team starts before the woman.
- 7801.1.1.4      **Ranking and Result after the Qualification Run**  
All finished teams will be ranked by adding the times of the team members to calculate the team-time. According to the Finals field size the best ranked teams will advance to the Final phase.
- 7801.1.1.5      **Tie Breaking:**  
If two or more teams are tied, the team with the best individual time will be ranked better. If still tied the team with the worse seeding position will be ranked better.
- 7801.1.1.6      **DNF in the Qualification Run**  
If one team member “did not finish” (DNF), the team is ranked after all teams with a valid time.  
If both team competitors are DNF, the team is listed as DNF and cannot advance to the final phase.
- 7801.1.1.7      **DNF in the Seeding Run**  
If one team member “did not finish” (DNF), the team is ranked after all teams with a valid time.  
If both team members are DNF, the team is ranked last.
- 7801.1.1.8      **DNS in the Qualification Run**  
If one or more team member did not start, the team is DNS and the team is not permitted to enter the final phase.
- 7801.1.2          *Individual Result Seeding format*  
If an individual event took place prior to the team competition on the same course, the result of the individual event is used for the seeding of the team event adding together the ranks of the team members.  
The team captains will enter the athletes into those teams.  
Depending to the Final field the best teams will enter the final phase and will be seeded accordingly.
- 7801.1.2.1      **Tie Breaking**  
If two or more teams are tied the team with the better individual rank will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.
- 7801.1.3          *Seeding Format*
- 7801.1.3.1      **Team Eligibility**  
The eligible teams will be sorted according to the sum of the ranks of the two athletes per nation (by gender or best men and best women in case of mixed event) in the current FIS Points List. If they are tied their position will be decided by a draw.
- Eligibility in World Cup, World Championships and Olympic Winter Games will be determined by the World Cup Starting List instead of the FIS Points List.  
In case not all teams or a nation are represented in the World Cup Starting List, the FIS Points List will be used for both athletes, but these teams will always be seeded after the ones using the World Cup Starting List.

If two or more teams are tied the team with the better individual rank in the used list will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.

**7801.1.3.2 Limitation of the Starter Field**

In case of a limitation of the start field (8/16 teams) the top 4/8 eligible teams in the list have the right to enter their second team before all other teams can enter their first team if their second team is within the top 4/8 eligible teams. Therefore, the nation's teams are chosen for entry by moving down the Eligibility List choosing the highest two ranked teams from each nation out of the top 4/8 teams. Afterwards all eligible teams can enter their number 1 team first. Then starting at the top of the list again to choose the second (if any) ranked team from each nation, repeating as necessary, until 8 /16 teams have been reached.

For the Olympic Winter Games different rules may apply, due to the special quota regulations.

**7801.1.3.3 Seeding List (final brackets)**

Once the starter field is determined, the team captains can enter any eligible athlete into those teams.

The teams will be seeded according to the sum of the two ranks in the FIS points list of the entered athletes per team.

At World Cup and World Championships and Olympic Winter Games the teams will be seeded according to the World Cup Starting List (WCSL) in ascending order. If only one or no team member is represented on the World Cup Starting List, the FIS Points List will be used for both athletes, but these teams will always be seeded after the ones using the World Cup Starting List.

If two or more teams are tied the team with the better individual rank in the used list will be seeded better. If still tied the team with the higher sum of individual FIS points will be seeded better. If still tied seeding will be decided by a draw.

**7801.1.3.4 Qualification Heat Round**

If the number of teams exceeds the number of teams fitting in the Final bracket, a Qualification Heat Round can be executed as long as the number of Qualification Heats is less than the number of additional heats needed for the next higher bracket.

**7801.2 Execution and Ranking of Finals Knock Out (K.O.) phase**

**7801.2.1 Number of competitors in the KO Phase:**

Finals are based on 16 or 8 team brackets with 4 teams per heat.

**7801.2.2 Bibs for Final Phase**

The Bib numbers for the finals are upon the Team seed rank. The first team-competitor and the second team-competitor of the same team will have a different bib for the identification.

**7801.2.3 Start Order**

In case of a Mixed-Team event, the man of each team will start first.

**7801.2.4 Colour Jersey**

Reflecting individual Ski Cross under 7205

- 7801.2.5      **Heat Pairings**  
All qualified or seeded teams will be filled into the bracket according to their Qualification or Seeding position.
- 7801.2.6      **Choice of Start Lane**  
The first team member chooses the start lane according to the individual Ski Cross rules. The second team member must start on the same lane.
- 7801.3                      Ranking and creation of the Time-Delay**
- 7801.3.1      *First team-competitor ranking and time delay*  
The ranking of the first competitors of the teams will be determined at the Finish line according to the general individual rules.
- 7801.3.2      *DNF of first team member*  
If a first team-competitor receives a DNF the second team-competitor starts with the "Penalty-Time" difference.
- 7801.3.3      **RAL and DNS for the first team member**  
If a first team-competitor receives a RAL, or DNS, the second team-member will not be permitted to start.
- 7801.3.4      **Measurement of the time delay**  
The official time delay of the first team-competitors will be measured at the finish line by the finish line camera and/or an electronic timing device.
- 7801.3.5      **Penalty-Time**  
The maximum time delay between the first competitor crossing the finish line and the rest of the competitors from the same heat, is limited by the "Penalty-Time". The Penalty-Time is 5% of the Reference-Time (7801.3.5.1). The jury may decide to change the Penalty-Time in a range between 3% and 7% to adapt to special circumstances and grant interesting racing. The adaption of the penalty-time can only happen after a completed phase and must be communicated to the teams before starting the next phase. If no qualification run is executed and the times from a prior individual competition are used, this Qualification or Seeding run times are the base for the calculation of the penalty time. If the Single Event prior to the Team Event is executed in the Holistic Format, the last training before the team event is the base of the calculation.
- 7801.3.5.1      **Reference Time**  
The Reference time is determined as follows:
- 7801.3.5.1.1      **Separate Qualification for the Team Event**  
If a qualification is held, the reference time is the average of the qualification times of the fastest woman and the fastest man.
- 7801.3.5.1.2      **Use Qualification of separate individual Ski Cross competition on the same course**  
If an individual race is held prior the team event on the same course, it is possible to use the times from this qualification.  
The reference time is the fastest time of each gender.  
The reference time in mixed team events is the average of the qualification times of the fastest woman and the fastest man.
- 7801.3.5.1.3      **No timed Qualification (not for team event, not in a prior individual competition)**  
If no qualification is held for the team event, no individual race is held before the team event on the same course or the individual race was held in Holistic Heat

Format, the times from the last training before the last TCM of the team event are used.

The reference time is the fastest time of each gender.

The reference time in mixed team events the average of the training times of the fastest woman and the fastest man.

If no proper timing in training took place, an estimated run time will be calculated, according to length and gradient, confirmed by the jury (exceptional case).

#### **7801.4 Start and Ranking for the second Team-competitors**

**7801.4.1** Opening of the Start device for the second team-competitor  
The Start device for the second team-competitor of the first ranked team will open first, after giving the start signal “**Skiers Ready!**”, “**Attention!**” for the second team-competitors. An additional control device at the start may allow the start referee and starter to confirm/control the correct start order according to the finish ranking of the first team-competitors.  
The delay of the opening of the start device for the other second team-competitor is based on the ranking of the first team-competitor and the time delay of the first team-competitors crossing the finish line.

**7801.4.2** The ranking of the teams is determined by the ranking of the second team competitors at the finish line. The ranking in each heat is determined according to the individual competition rules (7702).

**7801.4.3** *Ranking of the second team-competitors that Did Not Finish*  
General individual Ski Cross rules apply (7407 ff.)

**7801.4.4** *Tie Breaking in the heats before the Small-Final*  
In the case that it is not possible to determine the ranking of the second team-competitors, the ranking will be determined by the ranking from the Qualification or Seeding. The team with the better ranking will win the tie.

**7801.4.5** *Tie Breaking in the Small- and Big-Final*  
In case of a tie in the small final or the big final, the teams will remain tied and will receive the same rank.

#### **7801.5 Sanctions and “did not start”**

**7801.5.1** *Team Competitors that Did Not Start in the Final Phase*  
General Individual Ski Cross rules apply, under 7407.4 ff.

**7801.5.2** *Sanction for Intentional Contact*  
General Individual Ski Cross rules apply under 7407.4 ff.

**7801.5.3** *Effect of the Sanctions*  
The distribution of a sanction or a reprimand is personally given to the competitor and not to the team.  
The direct effect for the event is also to the team (the team will be DSQ, RAL) but the effect for the next competition is, that this one competitor is not permitted to start (NPS) and the other team-member is able to start with another team-competitor.  
If a warning is given to the competitor, this warning does not affect the team.  
Two warnings to the same competitor in the same competition will lead to a RAL of the team concerned.

If a Yellow Card/RAL is given to the competitor, the effect to the team is, that the team that is “ranked as last” (RAL), is not permitted to start in any further round of

the competition, but the yellow-card for the rest of the season is with the competitor, that receives the yellow-card (RAL).

If a Red Card/DSQ is given to the competitor, the effect to the team is, that the team is DSQ and not permitted to start in any further round of the competition and the team is not ranked.

**7801.6 Final Ranking**

Reflecting the Individual Ski Cross rules under 7702 ff.

**7801.7 DNS, RAL, DNF**

Reflecting the Individual Ski Cross rules under 7702 ff.

**7900 Equipment**

**7901 Ski Cross**

**7901.1 Competition Clothing**

*7901.1.1 Ski Suits*

Refer to the Specifications for Competition Equipment - Snowboard, Freestyle, Freeski and Ski Cross: section B (6.1).

*7901.1.2 Protection Equipment*

Refer to the Specifications for Competition Equipment - Snowboard, Freestyle, Freeski and Ski Cross: section B (9).

**7901.2 Helmets**

Refer to the Specifications for Competition Equipment - Snowboard, Freestyle, Freeski and Ski Cross: section B (7.1).

# Sample of Brackets

## Brackets to 5502.1.5 and 7502.1.4

1/8 Finale

1/4 Finale

1/2 Finale

Finale

### H13 25-32 A

4. Platz 1/8 H1  
4. Platz 1/8 H2  
4. Platz 1/8 H3  
4. Platz 1/8 H4

### H14 25-32 B

4. Platz 1/8 H5  
4. Platz 1/8 H6  
4. Platz 1/8 H7  
4. Platz 1/8 H8

### H19 29-32

3. Platz H13 24-32 A  
3. Platz H14 24-32 B  
4. Platz H13 24-32 A  
4. Platz H14 24-32 B

### H20 25-28

1. Platz H13 24-32 A  
1. Platz H14 24-32 B  
2. Platz H13 24-32 A  
2. Platz H14 24-32 B

### H15 17-24 A

3. Platz 1/8 H1  
3. Platz 1/8 H2  
3. Platz 1/8 H3  
3. Platz 1/8 H4

### H16 17-24 B

3. Platz 1/8 H5  
3. Platz 1/8 H6  
3. Platz 1/8 H7  
3. Platz 1/8 H8

### H21 21-24

3. Platz H15 16-23 A  
3. Platz H16 16-23 B  
4. Platz H15 16-23 A  
4. Platz H16 16-23 B

### H22 17-20

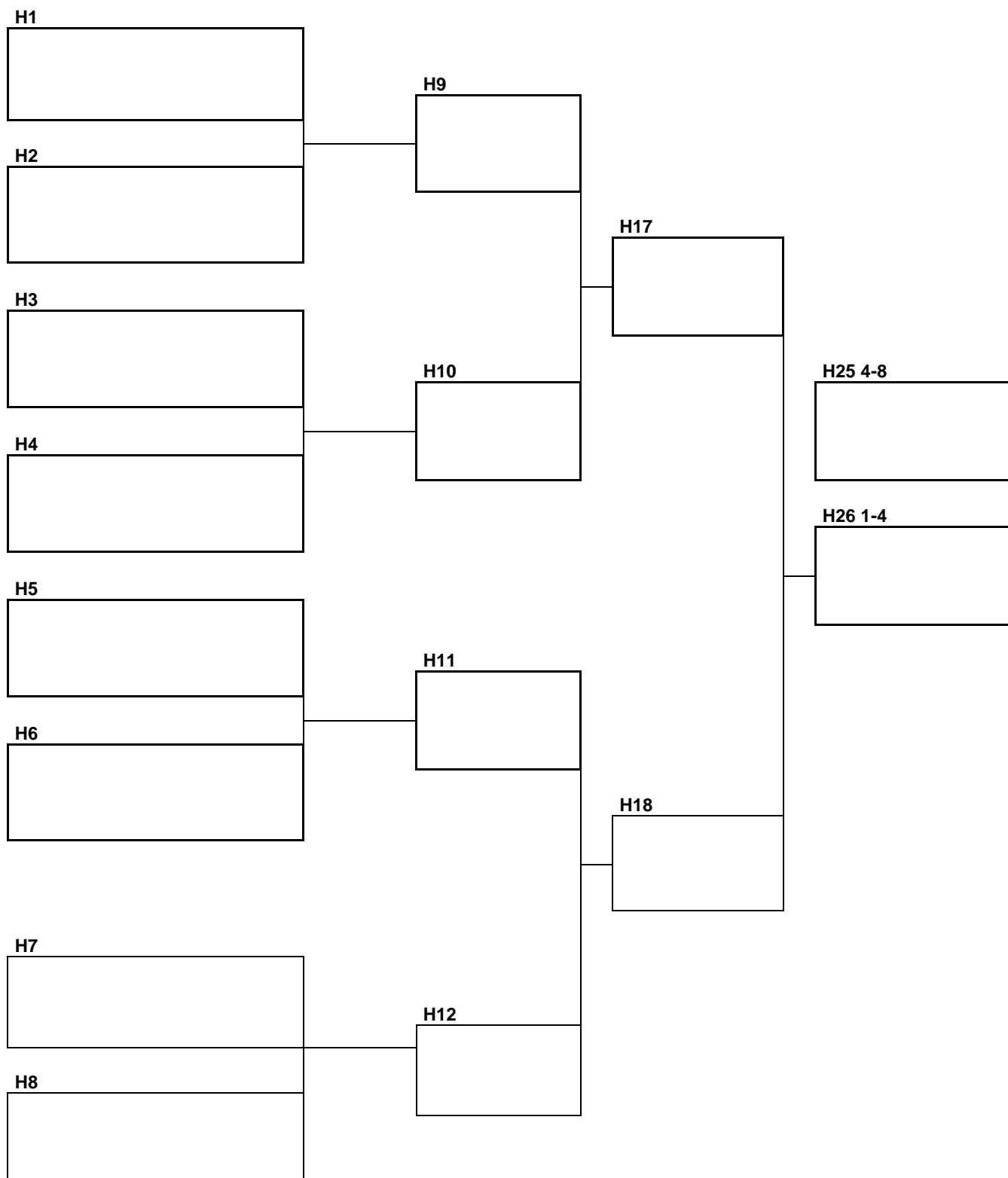
1. Platz H15 16-23 A  
1. Platz H16 16-23 B  
2. Platz H15 16-23 A  
2. Platz H16 16-23 B

### H23 13-16

4. Platz 1/4 H9  
4. Platz 1/4 H10  
4. Platz 1/4 H11  
4. Platz 1/4 H12

### H24 9-12

3. Platz 1/4 H9  
3. Platz 1/4 H10  
3. Platz 1/4 H11  
3. Platz 1/4 H12





# 1/16 Finale

## 1/8 Fi- nale

## 1/4 Finale

## 1/2 Finale

### H25 49-64 A

4. Platz 1/16 H1  
4. Platz 1/16 H2  
4. Platz 1/16 H3  
4. Platz 1/16 H4

### H26 49-64 B

4. Platz 1/16 H5  
4. Platz 1/16 H6  
4. Platz 1/16 H7  
4. Platz 1/16 H8

### H27 49-64 C

4. Platz 1/16 H9  
4. Platz 1/16 H10  
4. Platz 1/16 H11  
4. Platz 1/16 H12

### H28 49-64 D

4. Platz 1/16 H13  
4. Platz 1/16 H14  
4. Platz 1/16 H15  
4. Platz 1/16 H16

### H29 33-48 A

3. Platz 1/16 H1  
3. Platz 1/16 H2  
3. Platz 1/16 H3  
3. Platz 1/16 H4

### H30 33-48 B

3. Platz 1/16 H5  
3. Platz 1/16 H6  
3. Platz 1/16 H7  
3. Platz 1/16 H8

### H31 33-48 C

3. Platz 1/16 H9  
3. Platz 1/16 H10  
3. Platz 1/16 H11  
3. Platz 1/16 H12

### H32 33-48 D

3. Platz 1/16 H13  
3. Platz 1/16 H14  
3. Platz 1/16 H15  
3. Platz 1/16 H16

### H37 25-32 A

4. Platz 1/8 H33  
4. Platz 1/8 H34  
4. Platz 1/8 H35  
4. Platz 1/8 H36

### H38 25-32 B

4. Platz 1/8 H33  
4. Platz 1/8 H34  
4. Platz 1/8 H35  
4. Platz 1/8 H36

### H39 17-24 A

3. Platz 1/8 H33  
3. Platz 1/8 H34  
3. Platz 1/8 H35  
3. Platz 1/8 H36

### H40 17-24 B

3. Platz 1/8 H33  
3. Platz 1/8 H34  
3. Platz 1/8 H35  
3. Platz 1/8 H36

