



SIERRA LEAGUE GATEKEEPER'S GUIDE

The Importance of Gatekeepers

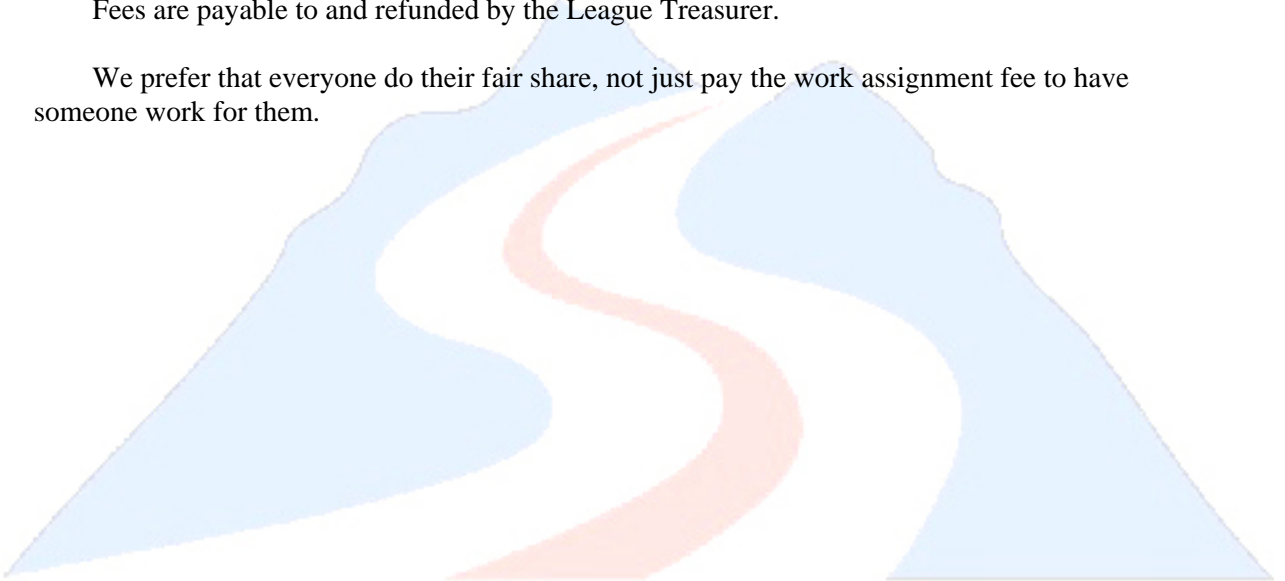
Sierra League is a volunteer organization that depends on the participation of all members for its existence.

Sierra League charges a \$20, fully refundable work assignment fee to all participants at the beginning of each season. This fee will be refunded upon completion of your work assignment .

Work assignments are coordinated by the Head Gatekeeper and include gatekeeping, starting, posting finish times, registering racers, and other tasks as needed.

Fees are payable to and refunded by the League Treasurer.

We prefer that everyone do their fair share, not just pay the work assignment fee to have someone work for them.



Gatekeeper Duties

A Gatekeeper must be clear, calm and impartial. A racer cannot be disqualified unless the Gatekeeper is certain that a fault has been committed. In the case of a protest, the Gatekeeper must be able to clearly explain how the fault occurred and have a diagram of the fault drawn on the back of their Gatekeeping card

Gatekeepers shall be at the top of the race course at least **15 minutes before** the race is scheduled to start. Being on time is very important because a race will not start without the Gatekeepers in place. Please allow extra time to get to the ski area in case of traffic or bad weather. If a race is scheduled and it looks like bad weather, the Gatekeepers still meet at their usual time and place unless informed otherwise.

When all Gatekeepers have arrived at the top of the course, they will slip down the hill following the Head Gatekeeper. The Head Gatekeeper will assign each Gatekeeper a sequence of gates. After you have been assigned to a sequence of gates:

- Remove your skis and place them flat across the hill and as far to the side of the course as possible.
- Fill out your Gatekeeper's card. Your name, the date and the type of race Slalom, Giant Slalom, or Super Giant Slalom.
- Find an observation point in your sequence of gates that provides an unobstructed view of the racer's ski tips and boots as they go through each gate in your section. The racer's ski tips and their ski boots must cross an imaginary line that extends between the inside and outside gate of the race course.

As the racer skis down the course, the Gatekeeper will write down the bib number for all racers whether the racer completes the gate sequence legally or not. Record only what the racer did in your assigned section. **Write DNF** (did not finish) if a racer leaves the course while skiing through your sequence of gates and **draw a diagram** of all faults on the back of the Gatekeeper card. If a racer passes legally, record a check mark.

If a racer falls and misses a gate, the racer may hike back and complete the race legally if they do not lose a ski, but both ski tips and both boots must cross the line of the missed gate completely, not just the tails of the skis. When a racer asks about being legal after having made an error or fallen, the Gatekeeper may only respond once to each request by the racer. The Gatekeeper may only respond either:

“BACK” until the racer has completed the gate or gates legally

OR

“GO” if the racer has completed the gate legally.

If the Gatekeeper is unsure, then the reply is “Back” until he/she is sure the gate in question has been completed legally. If a racer commits a fault that would result in a DQ, the Gatekeeper must inform the racer, if possible. Any other communication with the racer is not allowed, including encouragement.

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If the racer completes the Gatekeeper's section legally the Gatekeeper places a check mark next to the racer's bib number.

For a racer to complete the course legally, at each gate BOTH SKI TIPS AND BOTH BOOTS must cross the imaginary line of the gate, even if

1. He/she knocks down one or all poles of a gate; (
2. He/she slides through the gate on some part of his/her body other than his/her feet;
3. He/she hikes back up to a gate;
4. He/she enters and exits from the same side;
5. He/she passes through the gates out of their numerical order;
6. He/she passes through a gate reverse to the expected direction of travel.

If a racer falls and loses one or both skis, the racer is DISQUALIFIED and may not continue on the course. There is one exception to this rule: if a racer loses one ski at or above the two gates closest to the finish line, the racer will be allowed to finish the race legally on one ski.

If a racer falls, stops, etc., and then skis out of the course in the Gatekeepers assigned section, the Gatekeeper writes "DNF" for did not finish next to the racer's number.

If a racer goes through a Gatekeeper's section illegally and continues on course toward the finish, the Gatekeeper writes "F" for Fault next to the racer's number.

The Gatekeeper must draw a diagram on the back of the Gatekeeper card on all faults showing what the racer did illegally (without a diagram the Fault did not happen) and a brief explanation of:

- What the racer did wrong.
- The gate(s) at which the infraction took place.
- The racer's bib number.
- One diagram may be used for multiple bib numbers if the fault is the same.

At the end of the race, all Gatekeepers are to ski to the finish area and meet with the Head Gatekeeper to turn in their Gatekeeper cards. Explain all Faults to the Head Gatekeeper at this time. The Head Gatekeeper will post all Faults to the finish board at this time. All Gatekeepers will wait in the race arena for a 15 minute posting period during which protests must be filed. In the event of a protest, the Gatekeeper may be asked to attend the protest meeting to explain the Fault to the jury.

There must be no doubt in the Gatekeeper's mind when giving a fault to a racer. If there is a doubt, then the decision must be in the racer's favor.

Other Gatekeeper Functions

Other responsibilities include course repair and keeping the course clear of spectators and obstacles. Gates that have been knocked out, broken, etc., should be replaced or straightened as quickly as possible. Whenever a pole is replaced, it must be of the same color. Also, it is important that the gate be replaced in the same hole. If flags or panels are used, the replacement gates must also have them. If a replacement gate is not available, transfer the outside pole to the inside hole.