

An Introduction to a Ski Race

TYPES OF RACES: There are four different types of Alpine races, Slalom, Giant Slalom, Super Giant Slalom, and Downhill. The difference between these races is the distance between the poles that the racers have to turn around (gates). The slalom race has the gates closest together so the racers will have to turn more often. In contrast, the downhill race has the poles the furthest apart with very few turns on the race course.

RACE ENTRY: Race registration forms and instructions for CMAC races will be available on the website. If the race is hosted by another ski area, the instructions will vary. Most of the races will require that the registration forms and money be sent to the race secretary at least six days before the race. This will give the race secretary enough time to enter the names and assign bibs. For some of the Mitey-Mite Races, late registration is accepted on race day however, late entries are assigned to run at the last of their age group. Please note, CMAC does NOT accept day of race registration.

STARTING ORDER:

For Mitey-Mite races, there will be a random draw for each age category. The start order for the second run in Mitey-Mite race is usually the reverse order of the first run.

The start order for Championship races will be by seed order with random draw within the seed group. For example, each team's best racer will be the first group to race, which will have a random draw. In slalom and some giant slalom races, there will be a second run. The start order for the second run will be by first run times. The fastest time will start first with the exception of the first 15 places. The first 15 places will run in reverse order. For example, the second run starting order will be 15, 14, 13...3,2,1,16,17,18...

TYPICAL RACE SCHEDULE:

7:00 a.m. - registration and course setup crew arrives.

8:00 a.m. - start of registration

8:30 a.m. - coaches meeting

9:00 a.m. - lift opens with course inspection

10:00 a.m. - start of race (first run); after the last racer, a DQ list is posted with 15 minutes allowed for protests.

1:00 p.m. - start of second run; after the last racer, a DQ list is posted with 15 minutes allowed for protests.

MANPOWER NEEDED TO RUN A RACE: 34 Parent volunteers are needed to run a race; 4 people for registration, 8 people for timing, 15 people for gate judging, 7 people to serve as race officials.

COACHES MEETING: This is where the final decisions on race operation are approved or changed. Every racer should check with their coach or have a representative attend this meeting. Referees for the Jury are elected at the team captains meeting with the intent of having a jury that will represent the interests of all the different groups that are participating in the race. The schedule of the race is reviewed and approved along with the times and places for DQ list posting and protest procedures. Any rule changes or variations might be discussed and approved (i.e., is a racer allowed to continue the race if they lose a ski).

RACE DAY REGISTRATION CHECK-IN: Registration usually starts at 8:00 a.m., the morning of the race. All the racers should be pre-registered with their bibs already assigned. If possible, bibs and lift tickets will be distributed to ski clubs the evening before so that they can distribute them at the motels. At registration, the racer's fees are collected, bibs are distributed, lift tickets are distributed, and preliminary start lists are handed out. Any late entries or errors have to be documented for the official start list to be

printed and distributed 30 minutes prior to the start of the race.

GATE JUDGES: The gate judges (i.e., gatekeepers) must make decisions as to the legality of the racer's passage through the assigned gates. Gate judges are assigned to monitor 2 or 3 gates during a race. The gate judge documents each racer passage and, in event of a fault, diagrams and notes are made on the gate judge's cards. After the race, gate judges must report to the chief gate judge. Each gate judge that has a fault to report or who has been witness to an incident leading to a fault, must be available to the jury until after the settlement of any protests. CMAC training of gate judges is provided 1 hour before the race starts so that the gate judges can be in a position on the race course 5 to 10 minutes before the race starts.

TIMERS: Electric timing is provided with communications between start and finish. Hand timing, with stop watches, is totally separate and independent of electric timing. If the electric timing fails, the times recorded by hand timing are used. When hand times are used, a preliminary time from the stop watch is first posted on the score board with the notation of HT (hand time). After the run calculated hand times are computed for the racers that do not have electric times, the calculated hand time or EET (electronic equivalent time) is established. The EET is where the average difference between the hand times and electric times are figured in. CMAC uses time of day stop watches. When the watches are set in the morning, they will read zero hours. During the day, they will read elapsed time from the zero hour setting (e.g., 2:22'14 65 is equal to 2 hours, 22 minutes, 14.65 seconds after zero hour). If an electric time is missed, the start time will be subtracted from the finish time to get the racer's time. In order to post a time ASAP on the score board during the race, the start time will be radioed to the finish shack. Then after the run, the official EET will be calculated for official results and the HT on the score board will be changed to EET. At least two people are required for the electric timer operation at the finish. One person to operate the timer and one person to monitor the race course to record the times manually. The times are then entered into a computer data system by a third person that can also act as the question/answer person between the timing people and the rest of the race crew. One person is assigned to write the times on the score board. Two people are required for hand times at the start and two are required for hand times at the finish.

RACE JURY: The race jury consists of the technical delegate (chairman of the race jury), referee (voting member), chief of race (voting member), chief of course (non-voting member), start referee (non-voting member), and finish referee (non-voting member). The jury is responsible for all decisions pertaining to the race, for the arbitration of protest, and for upholding the rules. The start and finish referee have no vote in jury decisions. At the end of a run, all gate judge cards will be gathered and a DQ list is posted by the Referee. Fifteen minutes are allotted for anyone to protest faults on the DQ list. Protests are required in writing and may require a fee. The race jury will arbitrate the protest.

SETUP & TEAR DOWN CREW: The chief of course, chief of race, and chief of timing will require several people at various times before and after the race to help setup and tear down the course. The gates have to be numbered, carried up to the course, and set. The start and finish areas have to be prepared. The timing and communication wires have to be strung. These jogs need to be done by the parents in order to allow the coaches to perform their jobs of being with the racers.