

SINGLE POLE SLALOM

Legal passage in single pole slalom:

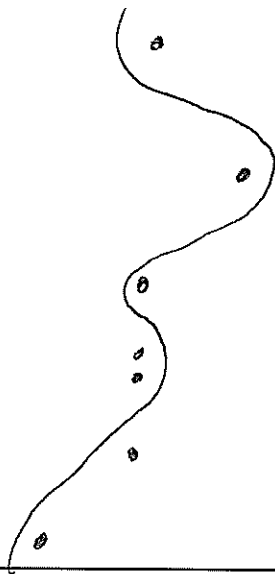
Both tips and feet must pass the turning pole on the same side following the natural course of the slalom.

In the event of a fault:

Both ski tips and both feet must pass through the imaginary line between the pole where the fault occurred and the turning pole immediately above. The fastest way for this to occur is for the hiker to loop around the missed pole.

Flushes and hairpins will be set with double poles and the legal passage rules for double pole slalom will apply.

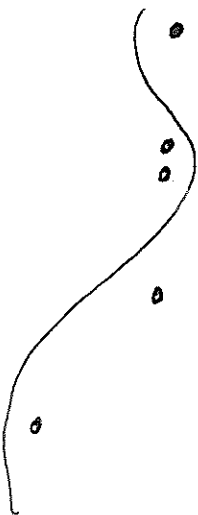
Fastest legal passage



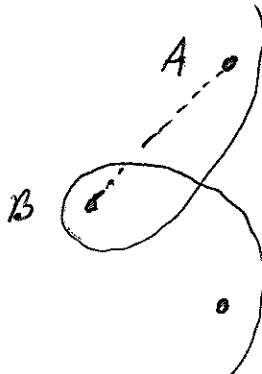
Flush



Hairpin

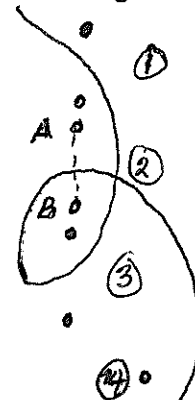


Legal



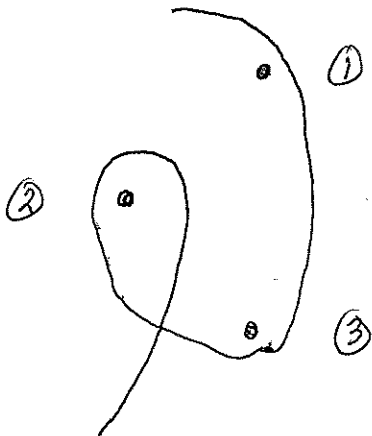
Both feet and tips passed the imaginary line between turning pole A and turning pole B, and they passed on the same side of turning pole B following the natural course of the slalom

Legal



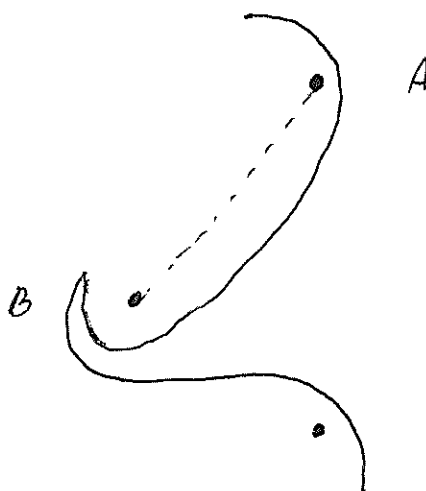
In flushes and hairpins, double pole slalom rules apply. Racer missed gate 2, made gate 3, hiked to 2 where both tips and feet passed imaginary line between A & B. Racer does not go thru gate 3 again.

Legal



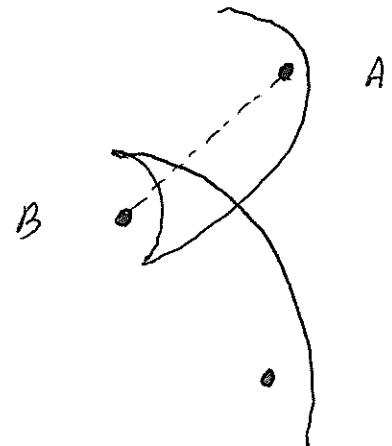
Racer missed gate 2 and made legal passage around gate 3. After hiking and looping gate 2, he does not have to go around 3 again.

Fault - DSQ



Fault: both feet and tips did not pass imaginary line between turning pole A and turning pole B.

Fault - DSQ



Fault: both feet and tips passed the imaginary line between turning pole A and turning pole B, but they did not pass turning pole B following the natural course of the slalom.

DOUBLE POLE SLALOM

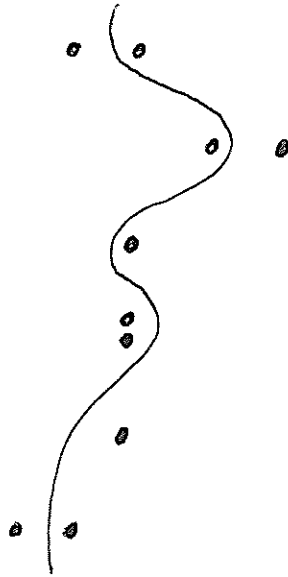
Legal passage in double pole slalom:
Both ski tips and both feet must pass through the imaginary line between the turning pole and the outside pole.

Note: passage may be in any order and from any direction.

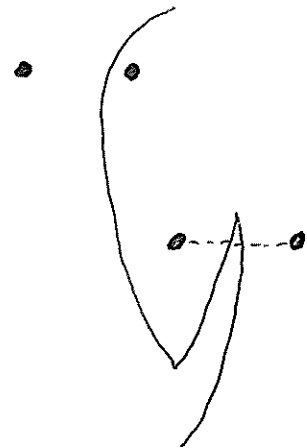
Gate judge may give direction to a racer who missed a gate by saying "back" or "go". May also identify which gate to hike to by saying the color or by pointing. Be **loud & clear**

Be sure your diagrams are clear and identify the bib number(s) who faulted as drawn. Competitors might not be DSQ'd if the diagram is not clear.

Fastest legal passage

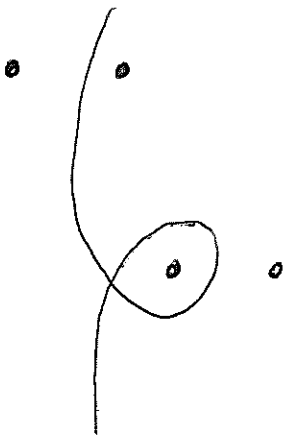


Legal

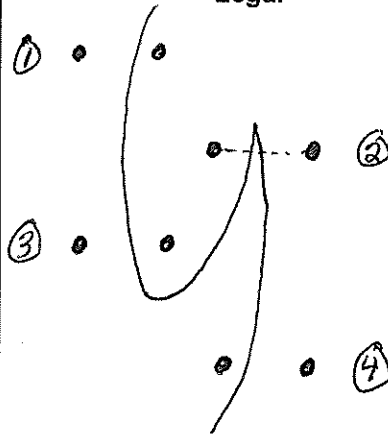


Both tips and feet must cross imaginary line between turning pole and outside pole.

Legal



Legal



Both tips and feet must cross imaginary line between turning pole and outside pole. Racer does not have to pass thru gate #3 after hiking to gate #2 because he already had legal passage thru #3.

Legal

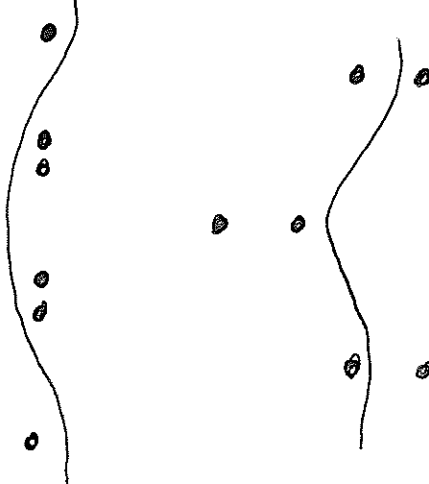


Both tips and feet must cross imaginary line between pole A and pole B.

Straddle Fault - DSQ

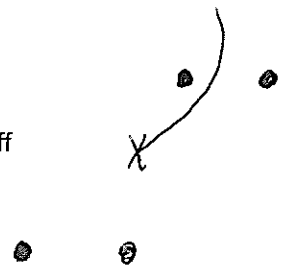


Fault Missed Gate - DSQ



DNF

Fall - ski comes off



Unless she has legally passed the 2nd to last gate before the finish, a racer may not continue on course if she loses a ski. Should be marked as a DNF on gate judge card.