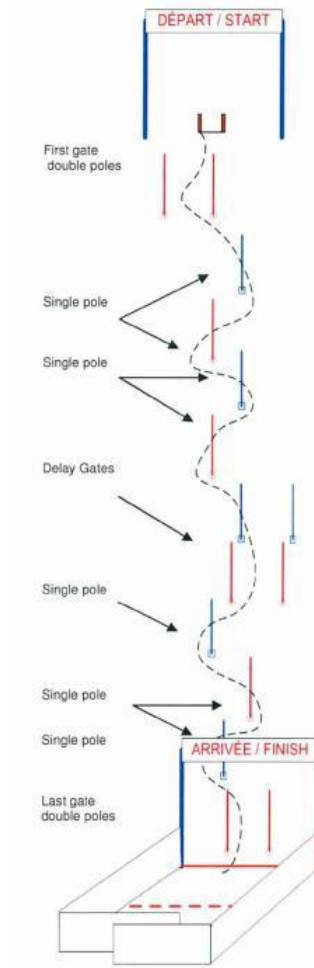
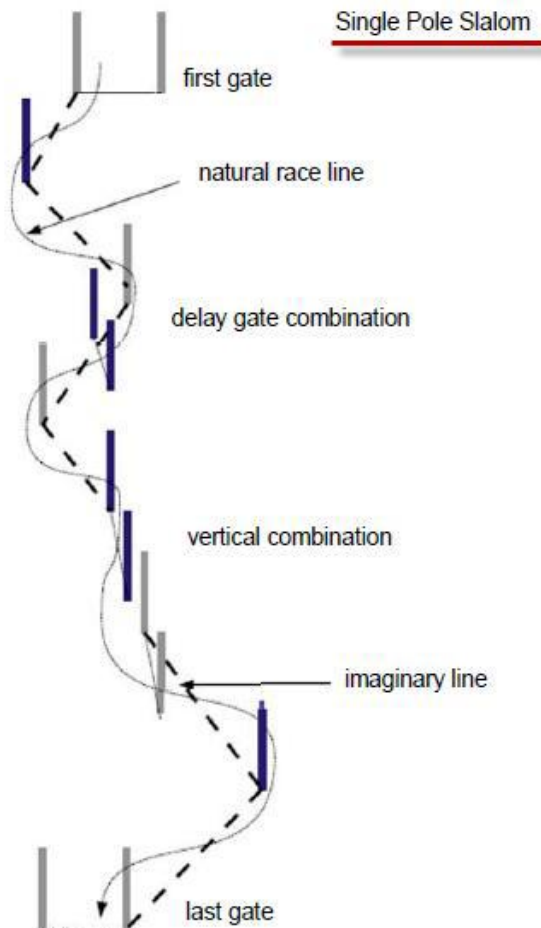
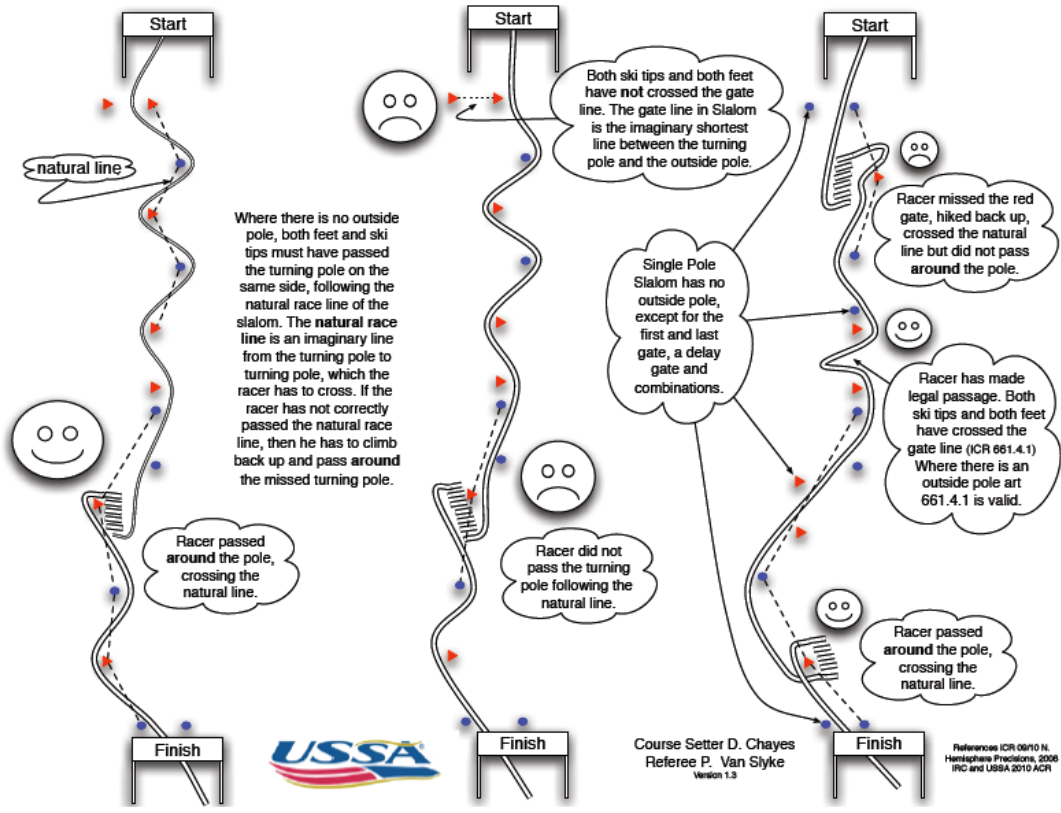


## USSA Single Pole SL Competition Information

(30 Nov 2011)

- \* A single pole SL has no outside pole, except for the first and last gate, delay gates and combinations (hairpin, vertical flush).
- \* Where there is no outside pole, both feet and ski tips must have passed the turning pole on the same side, following the natural race line of the SL. crossing the imaginary line from turning pole to turning pole' If a competitor loses a ski, without committing a fault, e.g. not by straddling a pole, then the tip of the remaining ski and both feet must have passed the natural gate line. If a racer has not correctly passed the imaginary line from turning pole to turning pole and does not follow the natural race line, then he has to climb back and pass around the missed turning pole.
- \* Where there is an outside pole (first and last gate, delay gate and combinations (hairpin, vertical flush), the imaginary gate line that must be past is the shortest distance between the inside turning pole and the corresponding outside pole. If a competitor loses a ski without committing a fault, e.g. not by straddling a pole, then the tip of the remaining ski and both feet must have passed thru that imaginary gate line. If a racer has not correctly passed that imaginary gate line between the SL gate poles, then he has to climb back and pass thru or around the missed gate.
- \* See video ([www.youtube.com/watch?v=km1Qm9IzjWk](http://www.youtube.com/watch?v=km1Qm9IzjWk)) for example of correct single pole gate passage.





**SINGLE POLE SLALOM**

<p><b>Legal passage in single pole slalom:</b> Both tips and feet must pass the turning pole on the same side following the natural course of the slalom.</p> <p><b>In the event of a fault:</b> 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.</p> <p><b>Flushes and hairpins</b> will be set with double poles and the legal passage rules for double pole slalom will apply.</p>	<p><b>Fastest legal passage</b></p>	<p><b>Flush</b></p>
<p><b>Hairpin</b></p>	<p><b>Legal</b></p>	<p><b>Legal</b></p>
<p><b>Legal</b></p> <p>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.</p>	<p><b>Fault - DSQ</b></p> <p>Fault: both feet and tips did not pass imaginary line between turning pole A and turning pole B.</p>	<p><b>Fault - DSQ</b></p> <p>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.</p>

## **USSA Single Gate GS Competition Information**

(30 Nov 2011)

- \* A single gate GS has no outside gate, except for the first & last gate and delay gates.
- \* Where there is no outside gate, both feet and the ski tips must have passed the turning pole of the turning gate on the same side, following the natural race line of the GS. If a competitor loses a ski, without committing a fault, e.g. not by straddling a pole, then the tip of the remaining ski and both feet must have passed the natural gate line. If the racer has not correctly passed the imaginary line from the turning pole to turning pole and does not follow the natural line, then he has to climb back up and pass around the missed turning gate.
- \* Where there is an outside gate (first & last gate, delayed gate) the imaginary gate line that must be past is the shortest distance between the inside turning pole and the corresponding outside pole. If a competitor loses a ski without committing a fault, e.g. not by straddling a pole, then the tip of the remaining ski and both feet must have passed thru that imaginary gate line. If a racer has not correctly passed that imaginary gate line between the GS gate poles, then he has to climb back and pass thru or around the missed gate.

[ Note: In GS, the inside (turning gate) or outside gate consists of two poles each connected with a panel; whereas in SL, there is only one pole (no panels) for the turning gate. ]