



Snowboarding



SOMI-Specific Information

Sport season:

December - February

Culminating State Events:

State Winter Games

Events Offered:

Slalom: Novice, Intermediate, Advance

Giant Slalom: Novice, Intermediate, Advance

Super-G: Novice, Intermediate, Advance

Unified Giant Slalom: Intermediate

Unified Slalom: Intermediate

National Governing Body:

Federation Internationale de Ski (FIS)

CH-3653

Oberhofen/Thunersee

Switzerland 413344-6161

Recommended Events for Appropriate Ability levels:

- **Novice:** Snowboarders may enter the Giant Slalom or Super-G. Please register in event specific for novice. Novice snowboarders will use a tow rope and are not allowed on the chairlift.
- **Intermediate & Advance:** Snowboarders may enter the Slalom, Giant Slalom or Super-G events. Athletes should be able to do beginner requirements, plus be able to do carving turns at moderate speeds. They must be trained using a chairlift.

Note: if an athlete has never been on a snowboard, he/she should not be entered in snowboarding. If they do not display the skills required for the level registered they will be moved up or down to the next level. If athletes create a safety hazard on the slopes the games officials have the authority to disqualify them.

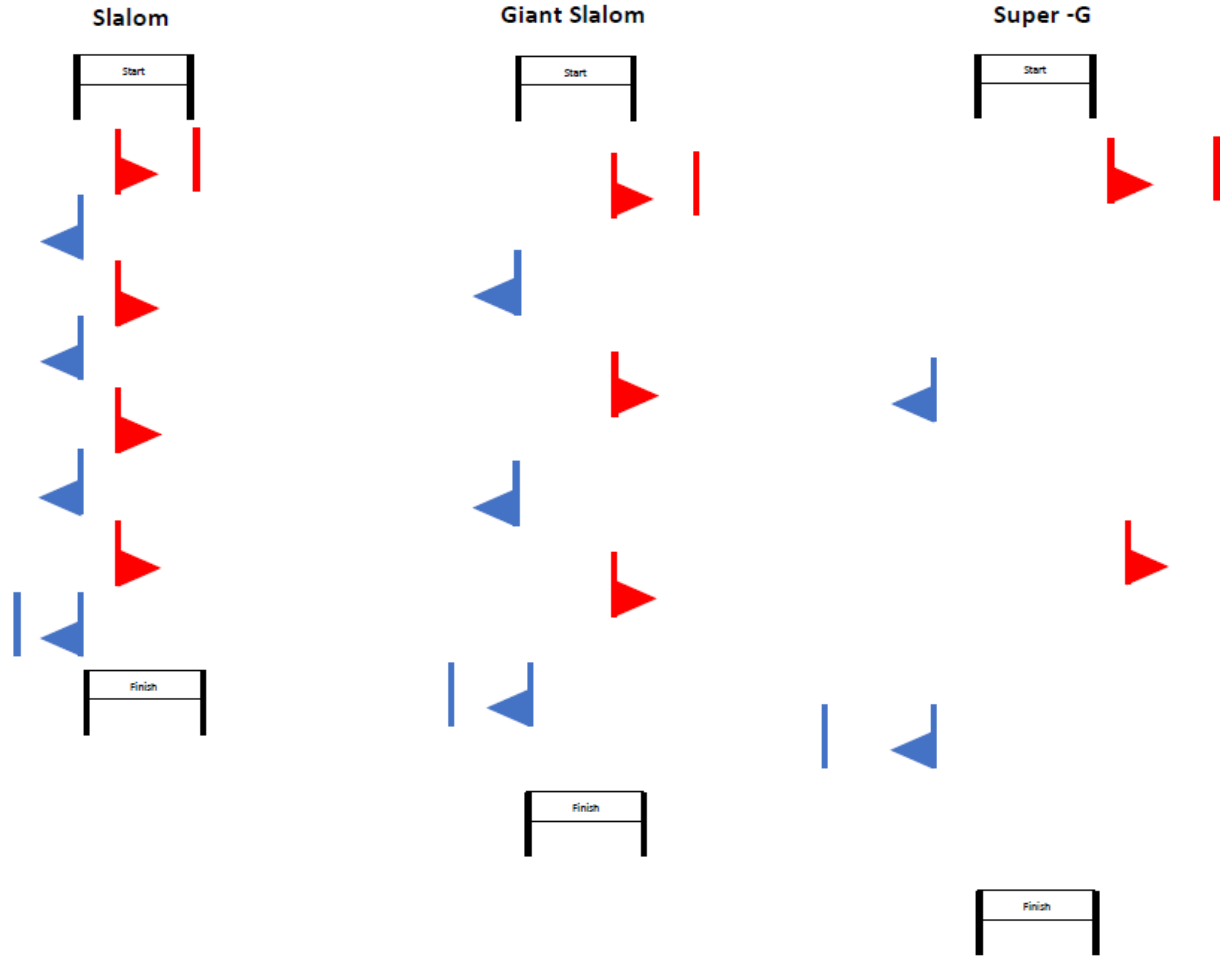
Uniform Guidelines & Equipment

1. Athletes should wear appropriate winter sports attire. Warm gloves or mittens, hat, scarf, headband or ski mask, and sunglasses or goggles are recommended. Optional items include wrist guards and kneepads.
2. All clothing should be conducive to freedom of movement.
3. All competitors must wear competition bibs for all time trials and finals races. Bibs must be worn on the hill at all times throughout the games, even if the athlete is not competing at that time.
4. Snowboards must be equipped with a board leash. Competition equipment such as boards, boots and bindings must pass all appropriate safety guidelines.
5. All athletes competing in all skiing or snowboarding events must wear a ski racing helmet. Helmets from other sports including, but not limited to, cycling, hockey or football will not be allowed.
6. Jewelry and denim may not be worn during competition or practice. Headwear for religious or medical reasons are acceptable but must be brought to the attention of the Games Director prior to competition.

Course Layout

1. Slalom, Giant Slalom and Super-G gates consist of two poles: one outside pole and one stubby turning pole.
2. Triangular banners must be placed at the bottom of the gate at snow level.
3. The short or turning side of the panel must be able to tear away from the pole with Velcro or other suitable fastening.
4. For all events, panels shall be used.
5. The first gate after the start should always be red.
6. An auger or crow bar shall be made available for the course setter to set poles into the snow.
7. Adequate protection for the start and finish areas shall be provided. Fencing and/or pop fencing may be used.
8. Whenever possible, for safety reasons, the courses should be fenced off to be perceived by the skiing public as a self-contained racing venue. Additional fencing, snow fencing, and protective bagging are the responsibility of the ski area.
9. Whenever possible, electric timing equipment, with back-up system, shall be used. When this is not possible, hand held timing may be used. Gate judges shall be responsible for timing the one minute for the "One Minute Rule". Start and finish banners shall be used.
10. Information boards: Start Order Board - Shall be located at the start and contain the skiers' start order, bib number, and other pertinent information. Result Board - Shall be located outside the finish area to post results and list skiers by name, start order, and bib number. General Information Board - Shall be located in close proximity to the racing venues, awards area, and lodge and contain general information and announcements.

Course Layout Continued



3. Novice Skier Course Layout

Event	# of Gates	Vertical Drop	Course Width	Terrain Classification
Slalom	5 to 15	15 to 50m	30 meters	Novice
Giant Slalom	5 to 15	20 to 70m	30 meters	Novice
Super-G	5 to 12	25 to 70m	30 meters	Novice

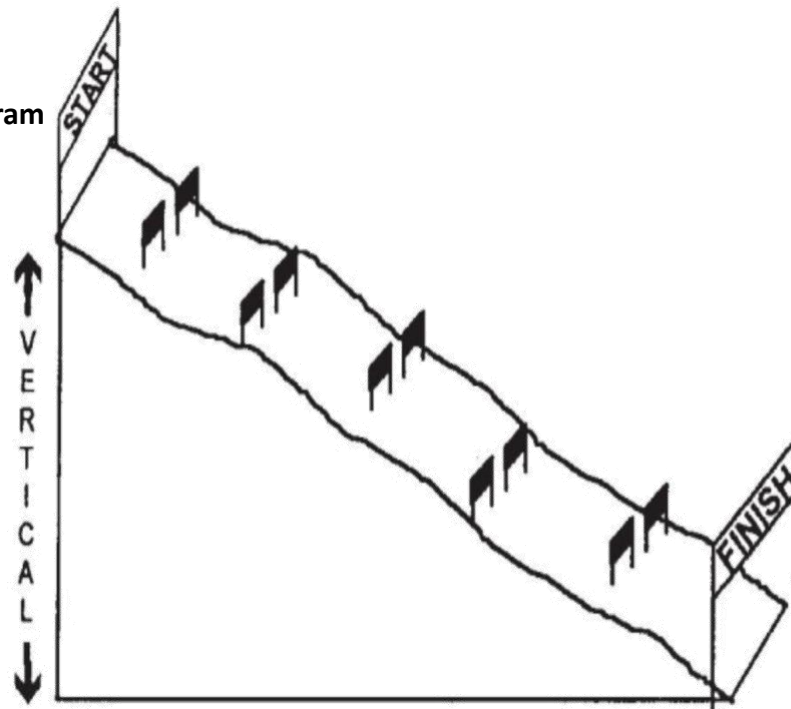
4. Intermediate Skier Course Layout

Slalom	15 to 30	30 to 100m	30 meters	Novice/ Intermediate
Giant Slalom	15 to 30	50 to 150m	30 meters	Novice/ Intermediate
Super-G	10 to 20	50 to 200m	30 meters	Novice/ Intermediate

5. Advanced Skier Course Layout

Slalom	20 to 45	60 to 200m	30 meters	Intermediate
Giant Slalom	20 to 40	100 to 300m	30 meters	Intermediate
Super-G	15 to 35	150 to 350m	30 meters	Intermediate

Vertical Drop Diagram



General Rules

1. It is mandatory for all athletes to be on snow regardless of snow conditions prior to attending Winter Games.
2. Each athlete participating at the Games may only compete in one sport. Each athlete may participate in two events within the chosen sport.
3. An athlete can be registered only within one level. For example and athlete cannot be in Level I Slalom and Level II Super-G.
4. Special attention should be directed to recommended events for the athlete's ability level.
 - I. *Note: If the athlete has never been on a snowboard he/she should not be entered in the Snowboard competition. If they do not display the skills required for the level registered, they will be moved up or down to the next level. If athletes create a safety hazard on the slopes the games officials have the authority to disqualify them.*
5. All athletes must be accompanied by a Level II snowboard coach for safety reasons. If athletes are found on the hill unsupervised or if they are a safety hazard to others, they will be escorted off the hill. Coaches MAY NOT coach on the hill.
6. Start Areas
 - I. All start areas shall be flat, enabling the snowboarders to stand in the start in either a relaxed or ready position. Care should be given to provide easy access to this area as well as securing the area from the flow of general public skier traffic.
7. One Minute Rule
 - II. During competition, if the competitor moves out of the general direction of the line of the course (fall, miss a gate, lose a ski, etc.) he/she shall have two minutes from the time of the deviation to re-enter the course. A competitor who fails to adhere to this one-minute time limit, or receives assistance of any kind, shall be disqualified.
 - III. Disqualification shall be determined on the gate card by the Gate Judge assigned to the gate closest to where the infraction occurred. The Gate Judge is responsible for timing the one minute.
8. Start command
 - IV. For all Special Olympics snowboard events at each ability level, the start command shall be as follows: "5.4.3.2.1. GO!" The timer begins when the athlete's front boot crosses the start line, or when the electric timing wand is activated.
9. Gate Line
 - V. The gate line is determined by the turning pole
10. Correct Passage
 - VI. A gate has been passed correctly when the competitor's snowboard tip and both feet have passed by the gate. The start and finish lines are the same as a gate line. In the event that a competitor removes a pole from its vertical position

before the competitor's snowboard tip and both feet have passed the gate line, the snowboard tip and feet must pass the original gate.

- VII. A competitor who receives assistance of any kind shall be disqualified.

Event Modifications

1. Slalom/Giant Slalom:
 - I. Giant Slalom and Slalom races will consist of two timed runs except for Super G. The combined times will determine the results for awards.
 - II. A course maybe reset for a second run at the discretion of the jury.
 - III. In Giant Slalom and Slalom events, the competitor's first-run time shall determine his/her second run start order within the division. Slowest first-run time will start first, the fastest last. Disqualified competitors may have a second run, but they will run at the end of their divisions.
2. Super-G:
 - I. Competition organizers will create Super Giant Slalom courses based upon the ability levels of the competing snowboarders.
 - II. One training run on the same course and prior to the race is required of all competitors.
 - III. Race organizers are encouraged to time the training run. This will have no bearing on start orders for the race.
 - IV. The Super Giant Slalom race is a one-run race.

Unified Snowboarding Rules

1. Unified Snowboarding teams shall consist of one Unified Partner and one Athlete; a coach may not serve as the Unified Partner.
2. The Unified Partner shall make his/her timed run first with the Athlete making his/her timed run immediately after in order.
3. The Unified Partner shall wait for the Athlete outside the end of the finish chute area.
4. The score is computed by combining the time of the Unified Partner with the time of the Athlete.
5. For divisioning, each competitor shall make two runs on the specified course with the better of the two runs used to create divisions.
6. The final score for the team shall be the combined total of both runs for the Unified Partner and the Athlete following the competition.
7. General Unified Sports Rules:
 - I. Unified Partners are athletes and should not be involved in coaching.
 - II. The Unified Partner must complete their VMS registration to compete.