NJISRA HS Alpine Gate Judge Card

Name of I	Race:		uits:	Faults: [l Date:		. •			
Women: Men: Run 1: Nun 2: Your Gate Numbers:										
Gate Judge Name(s):										
Gate Judg	ge School Na	me:	GS: SL:							
If a racer has a Fault at your gates, note the Bib # (3 characters; i.e. '3DL') and mark the 'Status' with a 'DSQ' or 'DNF'. Make a diagram for every 'DSQ'.										
<< Women >>		<< Women >>		<< Men >>			<< Men >>			
Bib#	<u>Status</u>	<u>Bib #</u>	<u>Status</u>	<u>Bib #</u>	<u>Status</u>	<u>Bib #</u>	<u>Status</u>			
(Bib #'s consist of 3 characters: 1-numeric & 2-alphanumeric, except for ROC races which are just numeric)										
Additional rules: * Racers are allowed to hike back to a missed gate, but not interfere with on-coming racer.										
	ers are allowed ekeepers are re						acer.			
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a gate by communicating ONLY the following five phrases: " <u>Back</u> ", " <u>Back Blue</u> ", " <u>Back Red</u> ", " <u>Go</u> ", & " <u>Racer Passing</u> "										
* If a	gate becomes									
Hold the gate up manually, leaning it toward you on the inside of the turn										
so that you & the gate are securely out of the racers way.										
<pre><<< Do not obstruct the on-coming racer >>></pre>										
Make sample drawing of your gates(s) here:				Racer(s) # (Circle: Men or Women)						

Gate Judge Diagram Card

	♦ = Blue Gate	O = Red Gate	@ = Gate Judge's	position	
Racer(s) #	(Circle:	Men or Women)	Racer(s) #	(Circle:	Men or Women)
Racer(s) #	(Circle:	Men or Women)	Racer(s) #	(Circle:	Men or Women)
Racer(s) #			Racer(s) # for DSQ's only >>	(Circle:	Men or Women)