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JEUX DU CANADA GAMES

MEDIA INFORMATION PACKAGE
SNOWBOARDING

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A. HISTORY OF SPORT

With three Olympic appearances, snowboarding may no longer be considered the 'new kid on the block'. However, it does continue to attract a reputation as the most dynamic, progressive and influential of winter sports.

It would be nearly impossible to credit the builder of the first snowboard ever made, because for as long as children have played snow, they are sure to have attempted to balance standing up while riding their sleds on backyard hills. The first marketed snowboard though, was invented in 1965.

The "Snurfer", created by Sherman Poppen of Muskegon, Michigan, started out as two skis bound together and 'stabilized' by the rider holding onto a rope attached to the front. The snurfer started a 60's surf-inspired winter revolution, with over half a million of the 'toys' being sold.

There are four other important names associated with the beginning of snowboarding. The first is Dimitrije Milovich. Milovich based his snowboard creation on surfboards combined with the way skis work. He started building snowboards in 1969, having formed the idea in College after sliding down some hills on a cafeteria plate. In 1972, he started "Winterstick" snowboards and increased the popularity of the sport through media attention from the likes of Newsweek, Playboy and Powder. Debate could continue to this day about who would be the next to deserve credit for this invention. In 1977, both Jake Burton Carpenter and Tom Sims, along with the help of Chuck Barfoot, were working on snowboard models that would eventually grow into the boards of today. Binding design evolved and production and popularity of the sport grew.

In the mid 1980's snowboarding welcomed a major insurgence of newcomers. Attracting predominantly young-adolescent males, the sport was dubbed "rebellious," and was for a while turned away from the majority of ski resorts in North America. But the rising tide of popularity made a wave of acceptance inevitable - it has come a long way since then!

Competitions have been around since the Snurfer days, but the international community of snowboarders became more organized at the beginning of the 1990's with the creation of the Vancouver, BC based International Snowboard Federation (ISF). Shortly thereafter, (1991) the Canadian Snowboard Federation (CSF) was established. The CSF continues to develop and improve, progressing with the changing needs of Canadian athletes competing from grass roots to an international level.

In 1994, the International Ski Federation (FIS) added the discipline of snowboarding to its organization. The FIS Snowboard World Cup Tour debuted in the 1994/95 season and the first FIS Snowboard World Championships was held in Lienz, Austria in 1996. The decision of the FIS to adopt a snowboard tour caused a real rift among the snowboard community. The ISF had previously approached the FIS to work together and the FIS wanted nothing to do with the sport, claiming it was just a fad. For some snowboarders, their stand-off against the FIS continued until it became a decision between competing at the Olympics or not - the International Olympic Committee had recognized the FIS as the sport's official governing body rather than the ISF and snowboarding would make its Olympic debut as a medal sport in Nagano, Japan in 1998.

The majority gave in to the idea of competing in the Olympics, save one. Norway's Terje Haakenson, reputed to be the best snowboarder in the world, refused to compete in a single FIS event and denied what would have been a guaranteed entry to, and very likely a gold medal from, the 1998 Olympic Winter Games.

At its Olympic debut in 1998, snowboard expertise was contested in two medal events – Giant Slalom and Halfpipe. The very first snowboard gold medal awarded went to Canada's Ross Rebagliati, in the GS. Karine Ruby of France won gold on the women's side. It was the drama and controversy that followed Rebagliati's win that grew snowboarding from a "what is that thing and how do you stop it?" sport to something that everyone knew about, for better or worse. In the halfpipe, the best one anyone had ridden to date, Switzerland's Gian Simmen and Germany's Nicola Thost were awarded top honors. The top Canadian in the pipe was British Columbia's Maelle Ricker in fifth place.

At the 2002 Salt Lake City Winter Games, snowboarding was back with PGS (Parallel Giant Slalom) replacing GS as the alpine discipline, and an improved, much larger halfpipe (sometimes called a super-pipe). These are just two examples of how snowboarding's constant evolution ensures its enduring popularity with riders and spectators. A daily crowd of about 16,500 people was on hand to witness the competitions in Park City, Utah. The men's halfpipe was the first event of the entire Winter Games to sell out of all available tickets and it was a worthy purchase for the American fans – the USA swept the men's podium and was golden on the women's side as well. Ross Powers, Danny Kass, J.J. Thomas and Kelly Clark became household names if they weren't already. Powers added a gold medal to the bronze he won in Nagano four years earlier. In the PGS, Switzerland's Philipp Schoch stood atop the podium for the men and France's Isabelle Blanc upset her teammate and the favorite to win her second Olympic gold, Karine Ruby, who was left with silver.

In January of 2005, the FIS Snowboard World Championships were held outside of Europe for the first time. Whistler, BC was the host and five disciplines were contested - SBX, PGS, PSL, BA, and HP. Canadian medals were plentiful. Perhaps most memorable was the performance of Quebec's Jasey-Jay Anderson, who won both the PGS and PSL competitions – a first in the history of the snowboard Worlds.

One year later, the International Olympic Committee (IOC) added a third snowboard discipline to the Olympic schedule. Snowboardcross (SBX) made its Olympic debut at the 2006 Games in Turin, Italy. Arguably the most popular spectator event in snowboarding, SBX was one of the highlights of the 2006 Games. The Canadian team was favored for gold in both the men's and women's races, but the unpredictable nature of the race shone through and after a chaotic final race, the only podium position to see a the red and white flag raised behind it was bronze, awarded to Quebec's Dominique Maltais. Switzerland's Tanja Frieden had 'lucked out' to take gold ahead of the USA's Lindsey Jacobellis, who fell, alone, on the second-to-last jump. On the men's side, Seth Wescott of the USA contributed gold to the other six medals his team earned - gold and silver in both men's (Shaun White, Danny Kass) and women's (Hannah Teter, Gretchen Bleiler) pipe competition, bronze in women's PGS (Rosey Fletcher) and Jacobellis' silver.

**Note: Only parallel Giant Slalom and Halfpipe events will be contested at the 2007 Canada Winter Games.

Parallel Giant Slalom - The most notable change in 2002 was that the Giant Slalom discipline contested in 1998 had been changed to a dual event - the Parallel Giant Slalom. PGS features head-to-head competition. All competitors race the clock in the qualification round and the fastest 16 racers advance to the elimination round. These 16 competitors battle it out on two, side-by-side courses. After run one, the riders switch courses and in run two, the gate of the person that won the first race opens first, equivalent to the amount of time they led by. This ensures that the second run of each round really is a 'first past the post' race. The winner after the second race advances to repeat the process while the other heads to the stands to watch the outcome.

Parallel Slalom **–** Similar to Parallel Giant Slalom but actual speeds are slightly less. The gates are more plentiful and closer together, causing the riders to have to be quicker from edge to edge.

Halfpipe – The Halfpipe competition is a judged event. Five Judges each give the rider's completed run an overall impression score out of 10. The runs are evaluated using several criteria including the sequence of tricks the rider performs, the amount of risk in the run and how the rider uses the pipe. The scores are compared, with a Head Judge overseeing the process. After qualifying for the finals, the slate is wiped clean and qualified competitors take two more runs. The higher of the two final run scores are used to rank the riders and determine a winner.

The size of the Halfpipe and the expertise of the riders in it have grown proportionately. Within eight years, wall heights have practically doubled, increasing to 4.5 meters. The pitch (steepness) has mellowed to 16.5 degrees from 18 and the transitions between the vertical part of the walls and the flat in the middle have become smoother and bigger. The changes have provided a safer venue for the riders, while at the same time, supporting the development of the sport.

Snowboardcross – The newest Olympic discipline sees competitors race through a course that features banked turns, terrain changes and jumps. This discipline truly tests a rider's all-around skills – and nerve. Each rider races the course solo at first, and the fastest times determine the start order for the knock-out rounds. The elimination rounds then see FOUR riders in the start gate at the same time and racing together on the same course, with the fastest two advancing on to each next round. A four-rider final determines the medal positions.

Big Air – As with Halfpipe, Big Air is a judged event. Individual riders approach a single jump (also called a 'Kicker'), perform tricks in the air, and land on a slope of around 30 degrees. Judges award points based on overall impression which will include style, degree of risk and of course a clean landing! For photo opportunities and a big crowd atmosphere, the Big Air event is without peer. The 'Wow factor' is huge, but it is far more difficult for the spectators to be able to tell who will win than it is with the race-based disciplines.

Slopestyle – This discipline is not currently part of the World Cup tour, but it is a snowboard discipline that has gained huge popularity in the past few years. Riders compete individually on a course containing a variety of large jumps, terrain features and rails. They are expected to flow smoothly from start to finish without stopping and the judges look for similar criteria as they do in the halfpipe.

B. CANADA GAMES SPORT HISTORY AND PAST RESULTS

2007 marks the first year that Snowboarding will make an appearance at the Canada Winter Games.

C. NUMBER OF ATHLETES PER TEAM

Teams will consist of four male and four female snowboarders.

D. EVENT FORMAT AND RULES OF PLAY

The Canadian Snowboard Federation Competition Rules will apply to all snowboarding events unless otherwise noted below.

The sport of Snowboarding shall be included in the 2007 Canada Winter Games as a demonstration sport, and shall consist of the following events:

a) Women's Parallel Giant Slalom (PGS);
b) Men's Parallel Giant Slalom;
c) Women's Halfpipe (HP); and
d) Men's Halfpipe.

PGS competition shall be held on the morning and afternoon of a single day. The morning shall consist of qualifying heats in a parallel format. From this competition a field of eight male and eight female finalists shall be selected. The afternoon shall consist of the event finals in a parallel format.

HP competition shall be held on the morning and afternoon of a single day. The morning shall be a qualifying event with two runs for each athlete, the better score from which being taken as that athlete's final qualifying score. From this competition a field of eight male and eight female finalists shall be selected. The afternoon shall consist of the event finals, with two runs for each athlete, the better score from which being taken as that athlete's final qualifying score.

E. EQUIPMENT & TERMINOLOGY

The specifications and features of gear are what set certain products apart. Here is how various equipment specifications relate to freestyle snowboarding performance:

BOOTS

When it comes to footwear, fit is a no-brainer. Boots need to fit. If mom and dad purchased a pair of boots meant to last a few years for their child, there are ways to make them fit now. Wearing two pairs of socks is not advisable as it can lead to blistering. Inserting extra insoles (these must be flat) under the liner is an easy way to shrink the volume. Placing a sock around the liner will have the same effect and works especially well to fill extra space around the toes.

As far as boot specs go, there are many subtle differences to consider:

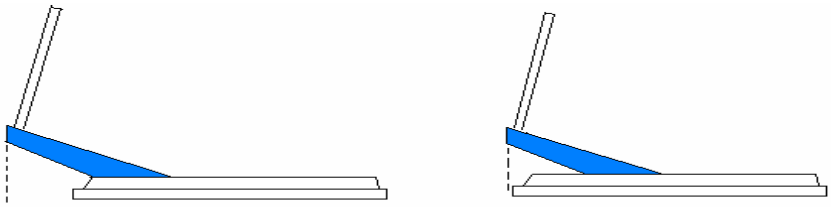
Boot stiffness: Softer boots provide freedom of movement. They allow riders to tweak grabs farther. They can also give more precise control of the ankle joint for fine-tuning the edging skill.

Stiff boots provide support. They act as a lever for transmitting pressure to the board and limit the range of motion of the ankles during impacts (landing or chattering). An athlete's style of riding and foot/ankle strength will showcase whether they should ride soft or stiff boots.

BINDINGS

Often overlooked, bindings are the link between a rider and the board. Bindings that fit and are adjusted properly provide efficient response to movements. The difference from one binding model to the next is often subtle but it can also be critical. Versatility is virtue when it comes to bindings. The various adjustable features have different important roles.

Size: Picking the right size is important. If the standard Small-Medium-Large options are not perfect, adjustable heelcups are a must. The objective here is to center the foot on the board (equal toe and heel drag). Centering the feet is essential for consistent pressure from one edge to the other.



Sliding Heelcups

Toe Ramps: Larger footed riders may require toe ramps for extra clearance. The heightened toes allow the board to reach a higher edge angle before the boot drags into the snow. This is especially important for spring/summer half pipe riding.

Straps: Once again fit is an issue. The straps must sufficiently hold the boot in place for precise response. They must also be centered on the boot for comfortable support.. Tight straps offer greater response at the expense of cold/numb feet. Riders that want extra responsive fit should consider purchasing bindings with well-padded straps.

Adjustable Strap positioning is available on some bindings. Experimenting will determine how high on the ankle or how far over the toes the straps should be placed. High ankle straps can limit mobility and hinder certain grab positions.

Highbacks: If adjusted properly (for a particular rider) highbacks can make edging the board easy, powerful and painless. Many features need to be considered in selecting the right highbacks.

Highback Stiffness: Stiffer highbacks transfer more energy from the rider to the terrain and vice-versa. More pressure on the edge will result in more snap from the board. Highbacks that are softer absorb and dampen some of the energy; this is a comfort feature for riders who feel pain when they turn on the heels.

Forward lean: Riding with plenty of forward lean provides quick edge response and very high heel edge angle. Keep in mind that more forward lean also means less ankle mobility and a greater tendency to dig into rails.
Coaches can witness the effects of excessive forward lean in the halfpipe: over carving up the heelside wall can be an indicator. Less forward lean does free up the ankles and

allow a rider to incline farther without the associated edge angle. This can help for corking out a spin.

Highback twist: This feature is important for athletes who ride with high stance angles. Adjusting the twist can provide more comfort and performance. Pressure can be directly transferred to the edge if the highbacks are parallel to it. This is important for halfpipe riding and hard snow conditions.

BOARDS

Snowboards ride differently for a multitude of reasons. They are designed with a specific purpose in mind and each company builds boards that feel a certain way. It is important for coaches to be able to see beyond the name brands and see the boards for what they are. Understanding how board specifications affect freestyle snowboarding performance is

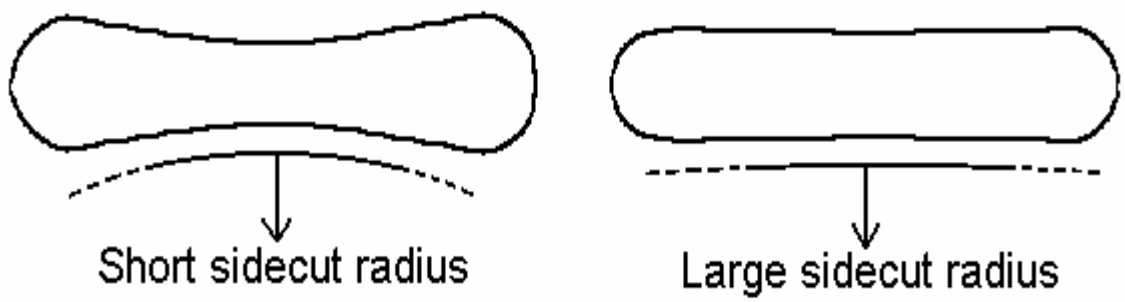
Board size: There are a few crucial factors that determine if a snowboard fits.

Width: This is probably the most important fit factor as a board that is too wide will require more strength to hold an edge; the farther the foot is from the edge, the more force will be exerted against the foot by the ground. Wider boards are also slower edge to edge. This is not a favorable feature for pipe riders. Boards that are too narrow will result in excessive toe and heel drag.
It is advisable to bring an athlete's boots and bindings to the shop when they are considering a purchase. To verify that the board is the right width, the set-up should be assembled at the rider's preferred stance. Heels and toes should overhang by approximately one centimeter.

Length: The length of an athlete's board can be grossly described with: "Chin for freestyle, forehead for speed". This analogy does not take into consideration the ability level of the rider or the particular use intended for the board. Here are some benefits to short and longer boards.
Longer boards provide more effective edge (part of the edge that touches the snow). This is helpful for riding at high speed or through rough conditions. Spring/Summer riders will appreciate the added stability that comes with a longer board. Length also provides floatation in powder, which is always a good thing.
Shorter boards also come with their fair share of advantages. Their swing weight is lower therefore they have a tendency to spin faster. Shorter effective edge can be offset by the creation of more pressure. When a rider (or the terrain) pushes on his board, that pressure is spread along the entire edge. A shorter board will not spread the pressure as far as a longer one. The result is a deeper cut into the snow and more bend in the board. This is helpful for riding in the half pipe (with advanced riders that can carve) where the line traveled is determined by the bend of the board. For less skilled riders (who do not carve their board) the extra pressure provided by a shorter surface can lead to "chatter" (bouncing).

Other board features determine how the snowboard will perform:

Sidecut:

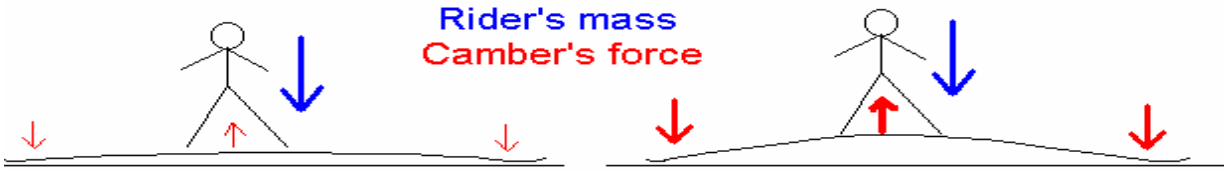


The shape of the board plays a huge role in the handling of a board. A deeper sidecut (shorter sidecut radius) will make the board turn more sharply. This is a useful Drill for riding in the halfpipe; it allows the board to set a more aggressive traverse without the loss of speed that comes with skidding.
Boards with a straighter profile also have their own advantages: they are more stable for riding in a straight line. Tilting these boards on their side will make them initiate turns more slowly; this allows riders to land on edge without dramatically turning. It also makes these boards more forgiving to poor balance at takeoffs.

Directional or Twin:

Directional boards have the stance options (insert holes) and sidecut set back from the center of the board. Thus their nose is longer than their tail. Directional boards are stable at high speed and float easily in powder. These boards are designed to ride better forwards. They make turns easier to start and finish. Riding switch on a directional board will feel very different to riding forwards and will take some time to master.
Twin boards are geometrically symmetrical. Their nose and tail are the same. This makes the boards handle the same when riding forward or switch. Setting up the stance centered on the board will help riders spin faster; setting the stance back will make the board react more like a directional deck.

Camber:



Camber is the bow shape in the board when it is laid on the ground. When a rider stands on the board, the camber acts like a spring, pushing to make the board return to its original shape.

High camber makes a snowboard rebound more intensely. The rebound helps to generate ollies and pumping. Camber also makes the board's edges hold more strongly (especially at the extremities). This can make the board turn more aggressively.
Less camber will make the board easier to pivot and slide when it is on edge; this makes a board more forgiving to landing mid-spin and makes "butter" tricks easier.

Stiffness: There are two distinct planes in which stiffness affects a board's performance: longitudinal and torsional. Stiffness is the board's tendency to resist changing shape. A stiffer board will require a stronger force to bend it. In the case of longitudinal stiffness,

more stiffness makes a board hold its course through harsh conditions. Stiffness can also emphasize the work of the camber to provide more pop or pump; Keep in mind that a strong enough force must be applied to bend the board. Softer boards require less strength or mass to bend them; this provides easy ollies. The nose of a soft board will bend to provide floatation in powder. Rail riders will appreciate how softer boards "wrap" around the rail while boardsliding.

Torsional stiffness has to do with a snowboard's resistance to twisting. When a board is on edge, the torsional stiffness maintains the edge angle created by the rider. This quality is especially handy for athletes who can carve. A torsionally stiff board will hold an edge better when exterior forces are applied (riding in a transition or through the end of a turn) Torsional stiffness makes pumping and ollieing more effective when the board is on edge (as in the halfpipe). Boards that are softer torsionally skid more easily. This helps for "skidding out" a spin or performing "butter" tricks.

Flex patterns: Board stiffness is not uniform along the entire board. Weaker points in the board will bend more easily. Where the board bends has a big effect on how it handles. Boards generally have stiffer tails; this can provide a strong pop. Some boards are stiffer between the feet; this results in a board that feels more stable at speed or through rough terrain. Other boards are soft between the bindings; the result is a board that bends more easily. Such boards are great for riding rails and carving tight turns.

It is not always possible to build a board to suit exactly all the specifications a rider might want. Therefore, it is important to experiment and decide what combination of features best suits each rider.

Finding a board that fits is the easy part, finding a board that works to emphasize a rider's skills can take much time and experimentation. A coach's role is to guide his athletes towards the right products for their needs. Riding style can say much about which specifications will suit an athlete's abilities.

F. ELIGIBILITY

Athletes participating in the halfpipe event must be born between January 1, 1987 and December 31, 1993.
Athletes participating in the Parallel Giant Slalom event must be born between January 1, 1987 and December 31, 1991.

G. JUDGING/SCORING SYSTEM

Scoring shall be according to the CSF Competition Rules.

Provincial/Territorial Ranking

For the purposes of Provincial/Territorial Ranking, all participating athletes shall be ranked from first through last place in each event, with ranking points assigned as follows:

Position	PTS	Position	PTS	Position	PTS
1st	100	9th	79	17th	69
2nd	97	10th	77	18th	68
3rd	94	11th	75	19th	67
4th	91	12th	74	20th	66

5th	88	13th	73	21st	65
6th	85	14th	72	22nd	64
7th	83	15th	71	23rd	63
8th	81	16th	70	24th	62

If an athlete does not finish or is disqualified, the athlete does not receive any points. In the event of a tie, ranking points shall be shared equally between the tied competitors (i.e., in the event of a two way tie for first each competitor would receive 98.5 points [(100+97)/2].

Each province or territory's results in each event shall count towards the Provincial/Territorial Ranking. The Provincial/Territorial Ranking for the sport of Snowboarding shall not be included in the calculation of “Flag Points” for the overall Canada Winter Games.

H. PLAYOFF AND TIE-BREAKING FORMAT

If a tie occurs in an event, the tie shall be broken according to the CSF Competition Rules.

In the event that a tie cannot be broken according to the above, then both competitors would receive the same position and award and the next position would be eliminated. For example, in the case of a tie for first place, both competitors would receive a gold medal and the second place competitor would be placed third and awarded a bronze medal.

Provincial/Territorial Ranking

1. If a tie occurs in the final provincial/territorial team standing, the province/territory with the greater number of event first places will be assigned the higher rank.
2. If the tie persists, the procedure is repeated for event team second places.
3. If necessary, the procedure is repeated for event team third places, then fourth places, etc.

NOTE: When a triple tie occurs and is only partially resolved, the remaining ties will be resolved by returning to priority #1 and proceeding through the order again.

I. TECHNOLOGY OF SPORT

Maintaining a snowboard is important for its longevity and its performance. There are various components of board tuning that can affect how a board handles. This chapter is to help coaches understand how to fine-tune snowboards with freestyle performance in mind.

Waxing:
Here are a few guidelines as to the effects of wax ingredients:

*Paraffin***:** wax. Soft wax works well in warm/wet snow; hard wax works best for cold/dry snow. Different waxes can be combined for specific conditions.

Fluorinated: Fluorocarbon has extremely high water repellence. Fluorinated products are only effective in high humidity.

Graphite: this ingredient serves as a base maintenance Drill (for graphite bases) and is effective for speed on dry and extremely cold snow.

Silicone: this ingredient is particularly effective for its longevity; it is designed to last a long time through coarse, dirty snow.

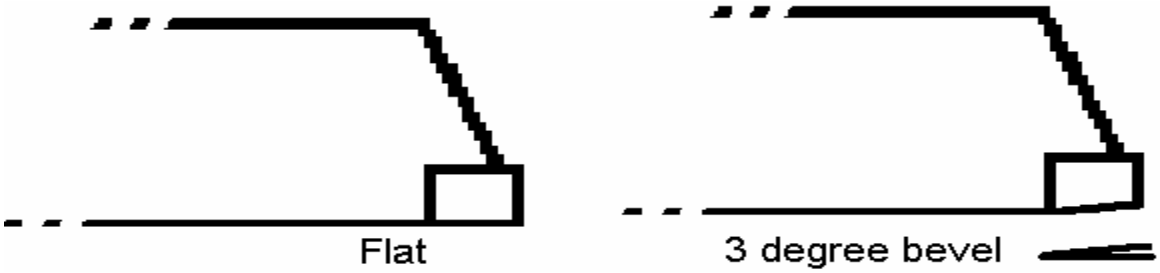
The Edges:

De-burring: Before sharpening the edges, they must be smooth. Rails, rocks, and chairlift footrests can create burrs along the edges. The burrs must be completely removed before attempting to sharpen the edge because they consist of hardened steel, which can wreck any file (this is not a factor with mechanical edging machines). Burrs can easily be felt by running a fingernail along the edge (be careful), feeling for the rough spots. The burrs can be removed with a diamond file or wet stone.
----Rub the steel, alternating between the base-edge and side-edge until the burr is gone (the spot will feel smooth to the touch). ----
Smooth edges will reduce the board's friction on the snow (more speed). This type of maintenance can be done at any time, even on the hill. Regular de-burring will insure that the board handles consistently.

Sharpening:

Sharp edges offer extra edge hold and precision. Small adjustments in the bevel angles will make the board handle quite differently.

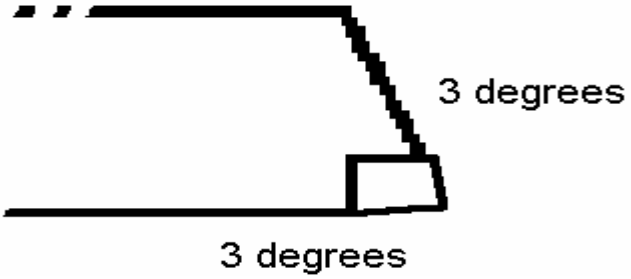
The side bevel determines how sharp the edge will be. Most boards come out of the factory without any side bevel (90 degrees). While this is sharp enough to offer good edge hold, some extra side bevel will make the board cut through harder snow and ice; this may be necessary for easterners or halfpipe riders when the conditions are harder. Beware that sharper edges (more side bevel) will make the board carve deeper ruts and prevent skidding; this will make the board less forgiving.



The base-bevel determines the responsiveness of the board. The point of the edge is what provides edge hold; the sooner it touches the snow, the quicker the board will respond to edging.

Rail riders will appreciate a higher base-bevel as it will make the board more forgiving. The board's base provides more friction on metal rails than the edges; if the edges are beveled away from the base, the rider can still slide on base material even when the board is slightly tilted. The same property applies to jumping; base beveled boards will be easier to pivot on the snow. This allows a rider to skid out a spin with less chance of catching an edge.

Combining base bevel and side bevel will provide a sharp edge point that is also forgiving:



The actual angles in the drawings have been exaggerated for clarity. For freestyle riding, 0 to 3 degrees should be enough side-bevel. Base-bevel can extend to 5 degrees.
It is difficult to know exactly how much bevel you are applying without very precise Drills. The most important thing is to pay attention to the look and feel of the edges. Later in a boards life, it may be necessary to file away the side wall to get the edges sharp; this can be done by using the file guide with an extra coarse file.
Machine tune-ups are effective to flatten edge angles but are not very precise for fine-tuning at specific angles. The machines are not always available in certain resort towns.

J. ROLE OF OFFICIALS IN SPORT

The Technical Delegate (TD)
The primary duties of the TD:

- to make sure that the rules and directions of the CSF are adhered to
- to see that the event runs faultlessly
- to advise the organizers within the scope of their duties
- to be the official representative or the CSF

The Chief of Competition
The Chief of Competition supervises the work of all course officials, summons the meetings of the competition committee for consideration of technical questions and generally acts as chairman of the team captains' meetings after consultation with the Technical Delegate.

The Chief of Course
The chief of course is responsible for the preparation of the courses in accordance with the directives and decisions of the Jury. They must be familiar with local snow conditions on the terrain concerned.

The Start Referee
The start referee must remain at the start throughout training and competition. He is responsible for the organization and supervision of the start and observance of all regulations. For example: they make sure that the regulations for the start and the start organization are properly observed; they determine late and false starts; they must be

able to communicate immediately with the Jury at all times; they report the names of all competitors who did not start, have made a false or late start or other rule infringements.

The Finish Referee
The finish referee must remain at the finish throughout the training and the race. They make sure that the regulations for the organization of the finish and the finish in-run and out-run are properly observed. He/she supervises the finish controller, the timing and the crowd control in the finish area. He/she must be able to communicate immediately with the Jury at all times.

Chief of Finish (Snowboard Cross only)
The Chief of Finish is responsible for the organization and supervision of the finish area and the finish line Judges. The Chief of Finish will accept protests in the finish area. The Chief of Finish must report all protests immediately to the other jury members.

Chief of Pipe
The Chief of Pipe is responsible for the construction and preparation in accordance with the CSF Halfpipe specifications of the Halfpipe site before and during the competition. He/she must be familiar with the local snow conditions and preferably be from the host resort. In addition, the Chief of Pipe should be a member of the Organizing Committee and is under the direction of the Jury and the CSF Race Director. He/she must assure that the Halfpipe at all times during training and competition conforms with CSF Halfpipe specifications. They oversee the building and construction of the judges podium and provide adequate accommodations (i.e. tables, chairs, partitions, heaters etc.) to fulfill the needed requirements on the judges podium. They supervise Halfpipe training in the absence of the Head Judge and/or the TD and must attend all Halfpipe Team Captains meetings. They are also responsible for providing sufficient food and refreshments etc. for the judges as requested by the Head Judge and must have experience in building and maintaining Halfpipes.

The Chief of Timing and Calculations
The chief of timing and calculations is responsible for the coordination of officials at the start and finish, including timing, calculations and judges scores. In alpine events, he/she or a special assistant will decide the interval between starts. The following officials are under his direction: starter, assistant starter, start recorder, chief timekeeper, assistant timekeepers, finish controller, chief of calculations and his assistants.

The Chief Gate Judge
The chief gate judge organizes and supervises the work of the gate judges. They designate the gates each will supervise and places them in position. At the end of the 1st run and the end of the competition he will collect the gate judges control cards for delivery to the referee. He/she must distribute, in good time, to each gate judge the material that he needs (control card, pencil, start list, etc.) and be prepared to offer assistance either to help keep the spectators off the course or to help maintain the course, etc. He/she must make sure that the numbering and the marking of the gates is done within the required time.

The Gate Judges
A gate judge will be responsible for the supervision of one or more gates. A gate judge must observe accurately whether the passage of the competitor was correct through his area of observation. He/she must also fulfill a number of other important functions, all of which are described in detail under article 2071.

The Race Secretary
The race secretary is responsible for all secretarial work for the technical aspects of the competition and amongst others for the preparation of the draw. They must ensure that the official results contain the information required by art. 2027.3. They are responsible for the minutes of the competition committee, Jury and team captains' meetings. He/she must ensure that all forms for start, finish, timing, calculations, and gate judging are well prepared, and handed over to the officials concerned in good order at the proper time. They receive official protests and gives them to those who are concerned. He/she must facilitate the calculation of results by appropriate preparation and ensure that they are duplicated and published as quickly as possible after the completion of the competition.

The Chief Steward
The chief steward is responsible for extensive safety precautions to ensure that spectators are kept off all parts of the course. Sufficient personnel must be used according to an exact plan. At places where large numbers of spectators are expected, ropes or fences should be erected in advance. Attention should be paid that there is sufficient space behind the barriers to permit circulation of spectators.

The Chief of Communications and Sound
The Chief of Communications is responsible to arrange and coordinate all communications and announcements including radios, sound equipment, choice of music and briefing of announcers.

Other officials within the Organizing Committee

JUDGING (for Halfpipe)
Judging:
There are five judges giving scores and one head judge who oversees the group and communicates with the starter to let them know when they are ready for the next rider. Competitors receive an overall impression score out of 10 from each judge and the 5 scores are added together to give a total out of 50.

The two main things the judges are looking for is the riders' amplitude (height out of the pipe walls) and the execution of the tricks performed (whether they grab, how 'clean' a trick is, style, etc.).

The rest of the score comes from the level of difficulty of the run (i.e. numbers of rotations in a spin, spins linked together, where the rider grabs their board), the risk (i.e. a trick performed 18 feet out of the pipe will likely score higher than the same move performed 10 feet out) and the use of the pipe (more hits = more opportunities to score, but there must be a balance between that and getting the maximum air possible; if a rider finishes their run and rides out of the bottom of the pipe but had enough 'wall' left for a couple more hits, they will likely score lower than they would have if they had used that space).

Falls, stops and errors in execution are taken into account as well and judges will deduct points.

Deductions for falls:

0.1 – 0.4	Small mistakes as: flat landings, unstable body during landings, snow brakes and possible small hand touch.
1– 0.9	Using hands for stability, hand drags.

2– 1.5 Hard touchdowns and Minor falls, body contact with snow.
1– 1.9 Complete falls without stop or interruption.
2 Any complete stop

Overall Impression (OI) - 5 Judges
These judges will score the run by evaluating overall precision, including the execution of the run and the routine attempted. The OI judge evaluates the precise nature of the run in relation to maneuvers attempted, both individually and as a sequence. The overall composition of the run is most important as the OI judge evaluates the sequences of tricks, the amount of risk in the routine, and how the rider uses the pipe. The OI judges take falls and stops into consideration and can deduct up to 20 % of the points of the run/judge for each fall/stop.

Criteria Considerations
The OI judge looks at the overall routine of how the run progresses and flows, taking everything into consideration. This means the amplitude, difficulty, variety, pipe-use and execution of all tricks. Amplitude means the height of the tricks preformed. Difficulty refers to not only the tricks performed but also the placement of the tricks and the combinations used. Variety refers to a good mix of Standard Airs and Rotations, performed on both walls of the pipe. Execution refers the stability, fluidity and control of maneuvers performed.

In a Halfpipe run, there must be a minimum of one straight air/rotation to maximize the OI scores. If these are not preformed, a full deduction will be deducted from the score, (2.0x5 judges = 10.0 points). The OI judge is looking how rider puts together the run to show a variety of tricks that are well executed and difficult. The OI judge looks at falls as not only affecting the trick attempted, but also on the next few hits since the rider may have lost momentum. The OI judges also consider the rider's intensity, smoothness and pipe-use. Thus high amplitude and higher risk taking will increase a rider's score, as will attempting a difficult maneuver at the beginning of a run. Also sequences of tricks are important, for example, back to back 720s may be more difficult than splitting them up in the run.

K. FACILITY DESCRIPTION

All snowboard events will take place at Mount Sima. This is a ski and snowboard hill that began operating fully in 1993. The ski club boasts 12 runs, snowmaking from top to bottom, one double chair lift and one handle tow as well. There is also a full service lodge at the base of the mountain.

L. SPORT MEMBERSHIP NUMBERS AND STRUCTURE

The CSF is a federation of eleven provincial and territorial snowboard associations. It currently has approximately 3,500 members.

M. ATHLETES TO WATCH FOR

From British Columbia's Dan Longo to Matt Wallace from Alberta, the country's top riders are looking to gain a great experience and strike gold once again from Whitehorse YT. Ontario's Head coach Jeremy Sheild says his team is looking to take the cake as well, with the likes of Zack Stone and Brock Linden representing team Ontario in the Pipe. With a strong team always showing up from Quebec, it could be quite a show from

the east as well. With the teams from YT, NWT, SK, MN, and N.S training hard, they are all looking forward to upsetting one of the big four in the pipe.

On the PGS front, Chris Nakonechny (Head Coach for Team BC) says any member of his team could win it all; while Alberta's head coach Sarah Leishman says her team is as strong as ever, and looks forward to a strong showing at the Games. Leishman says Dan Haines is someone to watch for as well as Katie Areshenko. Lindsay Young (Head Coach Ontario PGS) says her team is looks as strong as any with the likes of Matt Carter, Tom Snarr, and Mary Anne Leeson. Once again, with strong teams coming from the Quebec and Nova Scotia front, anything could happen come race time in Whitehorse.

N. NOTABLE PAST ATHLETES/ALUMNI

2007 will mark the first time snowboarding has been contested at the Canada Games. Despite this, there have been a number of Canadian snowboarders who have risen to become some of the top snowboarders in the world.

Ross Rebagliati

Ross Rebagliati gave Canadians something to cheer about in 1998 when he won the first gold medal ever awarded in snowboarding at the Winter Olympic Games in Nagano. Ross had already raised the bar for his competitors before the Olympic Games when he won two World Cups in December 1996, at Sestriere in Italy, and then only six days later on his home turf at Whistler, BC. In 2006, Ross continues to be a national icon in the sport of snowboarding, and is currently competing with the hopes of representing Canada at the 2010 Olympic Winter Games.

Mark Fawcett

Mark Fawcett is the Alpine Head Coach for the Canadian National Snowboard Team. Over the years he never ceased to demonstrate his commitment and passion for snowboarding, coaching and competing. He won his first gold medal for Giant Slalom in a World Cup event at Sun Peaks in 1996. By the year 2000 Mark had climbed to the top of the sport with five World Cup titles in Giant Slalom, and has been on the podium at nine World Cup events. Mark is a two-time Olympian, having represented Canada at the Winter Olympic Games in Nagano in 1998 and Salt Lake City in 2002. In addition to all of his contributions as an athlete and coach, Mark has also managed to find the time to host his own television show, titled "Sacred Ride."

Trevor Andrew

Trevor Andrew launched his snowboarding career into the spotlight in just one impressive month, in 1997. In that time he reached the podium three times in World Cup Halfpipe competitions, winning a bronze in Austria, a silver in the United States and gold in Canada. He realized his goal again in 2000 when he won another gold medal at a World Cup competition in Mt. Ste-Anne in Québec. A two-time Olympian, Trevor represented Canada at the Winter Olympic Games in Nagano in 1998 and in Salt Lake City in 2002. He was the alternate in 2002, but due to a knee injury sustained by Guillaume Morrisette, he was called to compete and placed a highly impressive ninth. Today, Trevor continues his snowboard career as a professional rider appearing in magazines and videos on a regular basis

Maëlle Ricker

Maëlle Ricker has been a strong contender in competitions all over the world for a number of years. She was the Winter X Games Snowboardcross Gold Medalist last year and in 1999. On the World Cup Tour, she has an impressive 15 podium finishes to date, including three gold medals in Snowboardcross and two in Halfpipe. Maëlle has been on the World Cup podium every year since 1996, except in 2003 because of knee surgery. She is also a two-time Olympian, having placed fifth in Halfpipe at her first Winter Olympic Games in Nagano in 1998. Most recently, at the 2006 Winter Olympic Games in Torino she competed in both Halfpipe and Snowboardcross placing fourth in Snowboardcross. She continues to compete, with her eye on Gold in 2010.

Tara Teigen

Tara Teigen is an integral member of the Canadian Snowboard Federation. She is a long-time board member as an Athlete Representative, as well as sitting as Vice Chair on the Executive Committee. In the 1998 Winter Olympic Games, she earned a tenth place finish, and went on to win a gold medal at the Canadian National Championships at Mt. Tremblant that season. Tara took the podium in back to back World Cup Halfpipe events in 1996 in Whistler, BC, winning gold and bronze medals, results which contributed to her winning the overall title that season and bringing home the first ever FIS Snowboarding Crystal Globe to Canada. Now retired from competition, Tara continues to contribute to the sport in many other ways, including her role as a commentator with CBC, NBC, and THE X GAMES as well as with her involvement in the Camp of Champions.

O. ATHLETE/TEAM MATCH-UPS (RIVALRIES)

With the sport of snowboarding looking to put itself on the forefront of the minds of every spectator in Whitehorse, the match-ups although friendly will also be furious once called to drop in. With BC, Alberta, Ontario and Quebec fielding what is commonly the sports strongest teams all other provinces and territories are making their best efforts to see their athletes on the podium as well.

Although brothers, sisters and friends off the snow, these snowboard athletes will take a no holds barred approach into seeing their dreams realized on the northern playing fields of Whitehorse.