0. Introduction

0.1.1 The rules & regulations of the Ambition Dual Pro Slalom events are abstracted from the FIS ICR's regarding parallel slalom events. They are adapted, where appropriate, to suit indoor & domestic competitions.

1. Course Setting & Precisions

1.1.1 All courses set will be set 'single pole' courses. For seeding runs only, outside gates will be used on the first and last turns.
1.1.2 All courses will include a series of turning gates set between 10m & 15m apart
1.1.3 Courses set for individual seeding runs will alternate in color from one turn to the next (red to blue for example).
1.1.4 All courses should include a minimum of 1x terrain change or 'drop down'.
1.1.5 The angle of take-off of any 'drop down' feature(s) should be as close as possible to that of its landing.
1.1.6 Course setting over terrain changes & / or 'drop downs' should take into account the age & ability of ALL athletes within the starting field.
1.1.7 The size of any drop downs should take into account the age & ability of ALL athletes within the starting field.
1.1.8 Course setting for Dual Head2Head runs should use the same color of gate within each course (for example a 'red' course and a 'blue' course).
1.1.9 The distance between head2head courses (horizontal distance across the slope between two courses) should be no less than 3m between the closest components.
1.1.10 The first gate of any course (individual seeding or head2head) should be set directly below the start gate in order that competitors can carry speed into the first gate(s).
1.1.11 The final gate of any course (individual seeing or head2head) should be set in a way that allows athletes to 'flow' into the center of their respective finish.
1.1.12 Finish area size should reflect the age, ability and speed of the athletes competing.
1.1.13 The vertical drop should be between 80-100m for outdoor events, with 20-30 gates and a run time of 20-30 seconds.
1.1.14 For Head2Head rounds, red course should be set to skiers left, blue course to skiers right.
1.1.15 The bottom of any panel (flag) should be no less than a minimum of 1m from the ground.
1.1.16 The first gate of each course should be set no less than 8m and no more than 10m from the start.

2. Hill Skiing & Warm Up / Race Briefing

2.1.1 A period of no less than 20 minutes should be used for 'hill skiing' prior to individual seeding runs.
2.1.2 Head2Head start gates can be used during the 'hill skiing' period.
2.1.3 Terrain changes & drop downs should be skiable during hill skiing.
2.1.4 Hill skiing is open to all age groups & genders for the entirety of the allocated time.
2.1.5 During the time of hill skiing, a race briefing maybe conducted to inform team captains & interested parties of any specifics related to the days competition. Information on briefings will be included in race bulletins or on the race notice board on the event day.
2.1.6 Following the conclusion of hill skiing, the course for individual seeding runs shall be set.

3. Course Inspection (For Individual Seeding & Head2Head)

3.1.1 Inspection for the individual seeding runs should follow on directly from the course setting.
3.1.2 Course Inspection should be carried out at slow speed / through side slipping.
3.1.3 Terrain changes and drop downs may be closed off during inspection to preserve the integrity of the snow pack of take-off / landings.
3.1.4 Instructions given by the Chief of race, start ref, finish ref or race referee should be carried out during inspection. These could include but are not limited to; slipping a wider line, inspecting from outside to in, staggering inspection for age groups.

4. Individual Seeding Runs

4.1.1 A minimum of 1 and maximum of 3 individual timed runs shall be granted in order to 'seed' athletes.
4.1.2 The starting list for seeding runs shall be made up of male & female athletes, drawn randomly within each category.
4.1.3 The running order of categories shall be; U10/12, U14/16, U18+.
4.1.4 The first runner shall start with bib number 1 (U10/12).
4.1.5 Each athletes' fastest run time shall be used to give them a seeding position.
4.1.6 Seeding shall work as follows within each category; Rank 1 races rank 32, rank 2 races 31, rank 3 races 30, rank 4 races 29 and so on.
4.1.7 Any athlete who fails to complete a seeding run shall be seeded last.
4.1.8 Where two or more athletes are unseeded, the athlete with the lower bib number will be seeded highest (E.g. Bib 17 and 70 do not record times, bib 17 shall be seeded 31st and bib 70 seeded 32nd).

5. Head2Head Competitions

5.1.1 Head2Head knockout rounds shall consist of 2x leg with the competitor listed on the 'top' of the pairing on the red course for the 1st leg. Competitors switch course with time lags applied (where necessary) for the 2nd leg.
5.1.2 Head2Head knockout rounds shall be run within each category (U10/12, U14/16, U18+) up to & including the semi-final stages.
5.1.3 Once all rounds have been completed up to the semi-finals within each category, the 'Event Finals' will be run within each category.
5.1.4 'Event Finals' shall include a Big Final (to decide 1st / 2nd) & a small final (to decide 3rd / 4th).
5.1.5 'Event Finals' races shall run over 2x legs.
5.1.6 All 'Event Finals' 2nd leg races shall have a staggered start using the time difference from the 1st leg.
5.1.7 The maximum time lag from any first leg will be 0.50 seconds.
5.1.8 In the event of a dead heat, the tie will be re-run (in races up to the semifinals).
5.1.9 In the event of a dead heat in the 1st leg of any Event Finals races, there will be no staggered start in the 2nd leg.
5.1.10 In the event of a dead heat in the 2nd leg of any Event Finals races, a 3rd leg will determine the winner.

6. DNF & DSQ

6.1.1 Failure to pass a gate or straddling a turning gate of a paneled turn, will result is a DSQ.
6.1.2 Interfering with an opponent (voluntarily or not) shall result in a DSQ.
6.1.3 False starts (touching the start gate is not allowed) will result in a DSQ and will be displayed by a red light at the start gate.
6.1.4 During Head2Head knockout stages, any single racer who records a DNF / DSQ is knocked out or entered into B-Cup (if in the first round or their first knockout race).
6.1.5 During Head2Head knockout stages, where both racers DNF / DSQ it is the athlete who skis the furthest distance correctly who advances to the next round.
6.1.6 During Head2Head knockout stages, in the 'Event Finals' (1st leg), any single racer who records a DNF / DSQ shall have a maximum of +0.50 staggered start for the 2nd leg.
6.1.7 During Head2Head knockout stages, in the 'Event Finals' (1st leg), where both racers DNF / DSQ, it is the athletes who skis the furthest distance correctly who records the win, with the loser taking +0.50 staggered start into the 2nd leg.
6.1.8 During Head2Head knockout stages, in the 'Event Finals' (2nd leg), where both racers DNF / DSQ, it is the athlete who skis the furthest distance correctly who records the win.
6.1.9 Protocol shall be posted directly after the final seeding run on the race timing board. Athletes shall have 15 minutes to protest, should they require.
6.1.10 In the event of racer DNF / DSQ within the Head2Head knockout races, the judgement of the Chief of Race & / OR Referees will be final.

7. Awards

7.1.1 Awards shall be presented to 1st placed racer within each category & for each gender.
7.1.2 Awards shall be presented to 2nd & 3rd placed racers within each category regardless of gender.
7.1.3 Award ceremonies shall take place no more than 45 minutes after the last race is complete.
7.1.4 When deciding the gender winners within each category, in the event of two or more athletes being knocked out within the same round, the skier with the fastest time from the seeding runs will be deemed the winner.

8. Miscellaneous

8.1.1 In the event that more than 32 racers qualify for Head2Head races in a particular category, the age group concerned shall be split into individual genders.
8.1.2 In such cases as 8.1.1 the awards presented for the event would be 1st – 3rd for each gender.

9. Team Event

9.1.1 Team event races will consist of 4x individual races, whereby 1 skier from each team racers the same category skier from the opposing team as outlined in 9.1.2.

9.1.2 Teams shall be made up of 4x athletes.

9.1.3 All teams shall include at least 1 member of the opposite sex.

9.1.4 The winning team shall be decided on the number of individual wins (out of 4) that a team completes.

9.1.5 In the case of a tie (2:2). The winning team shall be decided based upon the combined time of the fastest 2 competitors times.

9.1.6 1-3x seeding runs per team member shall be conducted as per individual event rules, with the fastest individual time from all 4 team members added together to give an overall 'team-time'. The lowest team-time shall be seeded 1st.