

### 3 Segment JUMP TIMING CHART

March 20 2011

Speed	1st Segment		2nd Segment			1st & 2nd Segment			3rd Segment		
	fast	slow	fast	actual	slow	fast	actual	slow	fast	actual	slow
57	3.25	3.36	1.86	1.88	1.89	5.11	5.18	5.25	2.36	2.40	2.46
54	3.43	3.54	1.96	1.99	2.01	5.39	5.47	5.55	2.54	2.59	2.66
51	3.63	3.75	2.07	2.10	2.13	5.70	5.79	5.88	2.68	2.73	2.81
48	3.86	3.98	2.19	2.23	2.27	6.05	6.15	6.25	2.84	2.89	2.98
45	4.11	4.25	2.34	2.38	2.43	6.45	6.56	6.68	3.01	3.08	3.17
42						6.90	7.03	7.17			
39						7.42	7.57	7.73			

			Reride Criteria at Divisional Max Speed			
Seg 1	Seg 2	Seg 3	Action	Protected Score	Flag	
OK	OK	OK	None			
"	S	"	Optional	yes	Green	
S	F	"	Mandatory	no	Red	
OK/F	F		Mandatory only if Best Jump	no	Cross Arms	
F	OK	S/OK	Optional	yes	Green	
S	OK	OK/F	Mandatory only if Best Jump	no	Cross Arms	
S	OK	S	Optional	no	Green	
F	OK	F	Optional	no	Green	
OK	OK	F	Mandatory only if Best Jump	no	Cross Arms	
Ok	OK	S	Optional	yes	Green	

#### Reride Chart when **BELOW** Divisional Max

Seg 1	Seg 2	Seg 3	Action	Protected Score	Flag
ok	ok	Not F for max speed	None	n/a	
1 segment Fast for Divisional max No segments slow			Mandatory only if Best Jump	Pending	Cross Arms
1 segment Fast for Divisional max & at least 1 seg Slow			Mandatory only if Best Jump otherwise Optional with Protected Score	Pending	Cross Arms
No segment Fast but Seg 1 or Seg 2 is Slow or Fast for requested speed			Optional with Protected Score	Optional	green

MAX SPEEDS: OM/U21M/M/MS/SM1 = 57K SM2/OW/U21W/W = 54K JG/JB/SW2 = 48K

**JUMP TIMING CHART** March 20 2011

# Return to Baseline

Speed	1 <sup>st</sup> + 2 <sup>nd</sup> segment			3 <sup>rd</sup> Segment		
	fast	actual	slow	fast	actual	slow
57	5.11	5.18	5.25	2.52	2.59	2.66
54	5.39	5.47	5.55	2.66	2.73	2.81
51	5.70	5.79	5.88	2.81	2.89	2.98
48	6.05	6.15	6.25	2.98	3.08	3.17
45	6.45	6.56	6.68	3.17	3.28	3.39
42	6.90	7.03	7.17	3.39	3.51	3.64
39	7.42	7.57	7.73	3.64	3.78	3.94

## JUMP TIMING RERIDE CHART

Seg 1+2	Seg 3	Action	Flag
OK	OK	none	none
OK	F	Mandatory reride only if distance is best distance in skiers turn	Cross Arms
OK	S	Optional reride (protected score)	green
S	OK	Optional Reride (protected score)	green
S	F	If best distance Mandatory Reride	Cross Arms
S	S	Optional reride (protected score)	green
F	OK	Mandatory Reride	red
F	S	Mandatory Reride	red
F	F	Mandatory Reride	red