Simapalooza Dual Slalom Race Rules

1	There will be a maximum of 8 teams in the competition with a maximum of 5 members per team (maximum 40 competitors).
2	The race is open to skiers and snowboarders of all ages. Note that there may be 2 step drops on the course. Each will be about 50 cm (2 feet).
3	Alpine Yukon will assign racers to the teams and will try their best to make sure teams are relatively balanced.
4	The minimum age limit is 6 years old.
5	Races will start one half hour after the lift opens and take most of the day to complete. Racers will be required to return to the start area immediately after their run to get ready for the next run.
6	Each Heat will consist of 2 runs for each racer on the team (one on the blue course and one on the red course).
7	Each Team must rank their members in ability from 1 to 5 (1 is most accomplished) and the pairings will be 1 vs 1, 2 vs 2, 3 vs 3, etc.
8	Team scores will be added up at the end of the Heat to determine the Winner of that Heat. The score will be the total number of points for all racers for 2 Runs in a given Heat.
9	In the event of a TIE between 2 competing teams in a Heat, the Teams will each pick one racer to go head-to-head in one run, with the course selection being determined by coin toss. The winner of the coin toss can choose their course (Red or Blue).
10	The format will be "Double Knock-Out". So each team will get at least 2 Heats (and 2 Runs for each Heat).
11	For the Final, the Pool B Winner (Consolation Winner) must beat the Pool A Winner in 2 Heats to the claim the champioship, as per "Double Knock-Out" rules. (ie. If the Pool B representative wins the first Heat (2 Runs) with the most points, they will then do a Tie-breaker Heat of 2 Runs and the Team with the most points in the Tie-Breaker Round will be the Champion). If the Pool A Team wins the first Heat of the final, they are the Champion.
12	If a Tie-breaker Heat is required in the Final, only the points collected in the Tie-Breaker Heat count. It will not be a sum of Final first Heat and Final Second Heat.
13	In the event that a Team is short a Racer, a Racer gets injured and cannot compete, or is not able to race for whatever reason. The Race Officials will try to select another racer with the most compatible abilities to fill that spot. In the event that a compatible racer cannot be found or cannot be decided upon, the Team that is not short will have the option of not including that Run in the point total, or taking the 2 points for the win on each Run that the Team is short racers.

Scoring for each Racer for each Run

2 points for a win

1 point for a tie

0 points for a loss