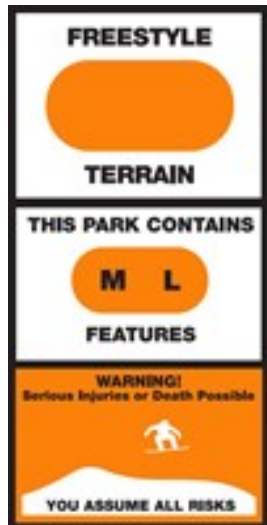


## Terrain Park Etiquette

Ragged Mountain Park Staff's daily duties are to maintain features\* and teach park etiquette. The day begins by setting up fencing and signage\* to indicate the entrance to the Terrain Park, along with using park tools (such as: rakes, shovels, etc.) to groom and shape the park features so they are suitable for public use.

\*Take note of the NSAA Park Entry sign and Park SMART sign at park entrances. (See examples below)



\*A 'feature' is the term used for any jump, rail, box or jib set by Park Staff. (See examples below)



(Rail Feature)



(Jump Feature)

Terrain parks are regularly built to hit multiple features in a row. When you go through the terrain park, note there is a flow to the park as the trail leads from feature to feature. It is important to pay attention to this flow, and it is often safest to stay to one side of the trail to avoid cutting off skiers and riders as they make their way through the park. Typically there is a safe route of passage on one side of the trail, called a "bypass lane".

What the majority of people don't realize is that the most hazardous scenarios are not the kids flying in the air over the 40-foot jumps, but the beginners to the park who may unknowingly sit or stand on landings, or may misuse feature takeoffs by using them as jumps (Explained below).

A serious problem in the park is the innocent bystander(s) being caught in the landing area – whether sitting, standing or crossing to the other side of the trail. This is extremely dangerous; many times skiers/riders can't see them until it's too late to stop, or they are already in the air. Both people can be seriously injured, either by collision or by the jumper trying to change maneuvers to avoid hitting the other person.

Another problem that often occurs is using the rail or box takeoffs (which are meant as an on-ramp for features such as boxes and rails) as small jumps. It is often difficult for people to realize they are doing something wrong, because they do look like little jumps.



Here are just a few potential issues with this:

1. Hitting these takeoffs inappropriately as a jump usually sends the skier/rider off to the side of the trail (the bypass lane) where unsuspecting skiers/riders can get hit.
2. It breaks down the takeoff, creating grooves or ruts in the opposite direction of the intended feature, making it much more difficult for skiers/riders trying to use the takeoff properly.
3. The skier/rider misusing the takeoff runs the risk of injuring themselves by falling into the feature (rail or box, etc.).

When making your way through the park, it is common to see several skiers and riders congregate at designated staging areas, called “Stop and Drops”. Proper etiquette is to take turns hitting the feature and it is important to make sure the last person to go makes it safely through the landing area before the next person “drops”. If it is not obvious who drops next, it is common for a skier or rider to raise their hand and yell "dropping next," to take their claim as the next in line. Spotters, often Park Crew employees, use signals to tell you when the jump is clear. Hands held in a big "O" over head is the sign for open and that the landing is clear, hands held in an "X" means there is a skier/rider down in the landing area or equipment in the way and it is unsafe to hit that feature.

### **Important things to remember:**

One of Ragged Mountain Park Staff’s main jobs is to maintain and preach proper etiquette in the terrain park. The best way to facilitate this usually results in employees having to yell across the trail to be heard... so the next time you are in the park and hear yelling, please listen to what the Park Staff employee is saying, it is for everyone's best interest. Often times, in their attempt to grab someone’s attention, Park employees can sometimes come across as rude; but please understand they are just trying to do their job, and if you go over to them they are happy to explain and educate as to what went wrong, or what they were trying to prevent. People make mistakes all day long in the park, it is a trail unlike any other on the mountain. The park can never have too many advocates. So please help others who are new to the park understand proper etiquette to reduce collisions, and increase positive park experiences at Ragged Mountain.

### **General Park Rules:**

1. Look before you leap – Inspect the feature and make sure the landing is clear. If someone is on the feature – DO NOT hit it, wait until it is clear. When in doubt, look for spotters to let you know the landing is clear.
2. Do NOT sit or stand on the jumps, features or landings.
3. The takeoffs in front of features (such as boxes and rails) are NOT jumps.
4. Stay clear of take-off and landing areas, and watch for skiers/riders making their way through the park. **This is one place on the mountain where you need to be aware of the skiers/riders both above and below you.**
5. Wait for your turn to hit the feature, claim your spot as next in line by raising your hand and saying "Dropping next".
6. RIDE IT OUT – stopping immediately after landing will scrape snow off the landing area, creating icy patches and bumps in the landings. Plus, isn’t riding away clean part of what makes landing a trick cool?
7. The Ragged Mountain Park staff is here to help reduce incidents, and create a positive experience for everyone in the park. So listen to them, and let them know of any concerns you may have!

## SMART STYLE RULES!!

### 1. Make a Plan

- Every time you use freestyle terrain make a plan for each feature you use. Your speed, approach and take-off will directly affect your maneuver and landing.

### 2. Look Before you Leap

- Before getting into freestyle terrain observe all signage and warnings
- Use your first run as a warm run and to familiarize yourself with the park layout and features
- Remember that the features change constantly due to weather, usage and time of day so it is important to continue to inspect features throughout the day.

### 3. Easy Style it

- Know your limits and ride within your ability
- When starting out, look for small progression parks and features and then work your way up to medium or large parks and features. Freestyle Terrain comes in different sizes so make sure and start small and work your way up before going into larger parks.
- Stay in control both on the ground and in the air.
- Remember you can control how big or small you take the feature by varying speed and take off.
- Inverted aerials increase the chance of serious injury and are not recommended.

### 4. “Respect Gets Respect”

- Respect the terrain and all others
- One person on a feature at a time.
- Wait your turn and call your drop-in.
- Always clear the landing area quickly.
- Respect all signs and stay off closed features.
- Remember that respect is important both in the park, and on the rest of the resort. So be smart when you are heading down the mountain or to the lift and save your best tricks for the park.

## **ATML**

When first inspecting the jumps consider the following elements of each jump:

- (A) The approach zone is for setting your speed and stance
- (T) The Take-off zone is for making moves that start your trick
- (M) The Maneuver zone is for controlling your style
- (L) The Landing Zone is for getting straight and riding away clean.

## **SPS**

Speed – Speed in the Approach and take off

POP – Air off take off ramp

SPIN – Whether a rider performs a straight air or spins or a cork off axis.

**Know your limits** and ability level and select appropriate terrain for YOU.

**Know the intended use** of the terrain you have chosen. Some features are intended to be used in a series with no stopping. Others individually with stopping areas. Don't know? Ask.

**Your actions** can take you out of balance and cause serious injury, no matter how the feature is designed or where you land. **Land on your feet.**

**Transitions** are changes in the shape and pitch of the snow or feature, or changes from one type of sliding surface to another. They can be gentle or abrupt and demand that users be alert and respond with accurate movements.

Know where to land. The **SWEET SPOT** is between the "knuckle" and the center of the landing zone.

## **Universal Symbol for O –Open and X-closed**

**Always Enforce rules when in park and educate others as well!**