## **USSA SKIING DRILL PLAN**



AREA: GOAL: EQUIPMENT REQUIRED: SETUP: Beginner terrain working up Intermediate terrain as skill progresses	Coach needs: Drill, Athlete needs: Helr	Il is to teach the skier how to carve a turn in a swrench, 30+- GS gates or brushes for 15+- gamet, SL or GS skis, GS protection  COACHING POINTS:  Initiation - The skier initiates the turn close to the skier initiates of the skier initiates of the skier initiates t	e set  EVALUATION:
EQUIPMENT REQUIRED:  BETUP:  Beginner terrain working up intermediate terrain as skill progresses	Coach needs: Drill, Athlete needs: Helr	wrench, 30+- GS gates or brushes for 15+- gamet, SL or GS skis, GS protection  COACHING POINTS:	e set  EVALUATION:
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SETUP:  Beginner terrain working up  ntermediate terrain as skill progresses	Athlete needs: Helr	met, SL or GS skis, GS protection COACHING POINTS:	EVALUATION:
Beginner terrain working up ntermediate terrain as skill progresses		COACHING POINTS:	
Beginner terrain working up ntermediate terrain as skill progresses	to		
ntermediate terrain as skill progresses	to	Initiation - The skier initiates the turn close to the skier initiates.	- The elder charded demonstrates
SL – 2 brushes or gates per turn in fall-line 3-5m apart; 8-13m between urn apexes (green line) GS – 2 brushes or gates per turn in fall-line 4-8m apart, 22-30m between in fall-line 4-8m apart, 22-30m between in fall-line 4-8m apart, 22-30m between in Off-set determines angle into the petter), distance between gate pair compex distance Adjust distances between gate particular distances distances between gate particular distances d	set  n apexes curn shape (round is corresponds to apex to airs and apexes to be Set consistent turns	first gate (brush)  Turning – Apex is between 2 brushes/gates, ski executes one smooth, continuous arc (no double turns)  Completion – Turn shape should be finished at shortly after the 2 <sup>nd</sup> gate/brush, with no "hook" or extedging after gate pair.  Crossover point / transition: should be between two	<ul> <li>A carved turn starting at the top brush/gate and ending at the bottom brush/gate</li> <li>One smooth, consistent carved turn (no double turns)</li> <li>The apex of the turn is equidistant</li> </ul>

- 1. Carving turns of medium radius on SL / GS skis to achieve a carved turn in the course.
- 2. Can be set for SL, GS, and SG (tuck or no tuck) carefully selecting appropriate terrain to control speed
- 3. Increase slope pitch, vary distances down the hill and for the off-set (across fall-line)
- 4. Use timing to verify faster turns in the fall-line.

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