7.3 Presentation Park&Pipe certifaication in Canada (von Roger Castonguay)

Park and Pipe Manual

Canadian Ski Instructors' Alliance
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Park and Pipe
Skiing and Teaching Methods

Park and Pipe in today's Ski Areas
The sport of skiing has evolved - equipment has become highly developed and specialized and the boundaries have been pushed to new limits. Terrain parks have become regular features at ski areas around the world and skiers have stepped up to compete with their two edged friends. Teaching in the Park and Pipe is a new market for the industry and "free-ski" camps have produced world-class athletes coached by the pros.

Skier Development in Park and Pipe
Strong athleticism and great body awareness are required to ski the Park proficiently. The skiers have to be well balanced, energized and courageous. Park and Pipe skills can be taught safely through gradual skill progressions adapted to individual skier needs.
With good teaching methodology a Park and Pipe instructor can improve their students gradually while enhancing confidence. This material has been developed by the C.S.I.A. so that certified instructors teach consistently and with great safety awareness across the country.

Basic Progressions
Park and Pipe skiing are divided into four skill progressions. The **Switch Progression** develops basics of balance and mobility on skis. It teaches skiing backwards to expand a skiers repertoire and to eventually incorporate switch take-offs and landings in more complex tricks. The **Rail Progression** gets skiers doing basic rail slides and adds a dynamic element to their terrain park skills. It creates a feel for sliding and edge control. The **Air Progression** teaches safe take-offs and landings, and progresses students from basic straight airs to spins and grab variations. **The Half Pipe Progression** teaches skiers to stay centered on the skis and perpendicular to the pipe walls. Skiers learn to generate momentum and use this to link hits in the pipe safely and consistently.

Progressing from switch, to rails, to air and finally half-pipe is a good way to build skier skills. However this can be adjusted in consequence of conditions, terrain availability and student ability at the discretion of the instructor.

Safety and Park Etiquette
Terrain parks can be very exciting places, but can also provide dangerous environments. Skiers must be aware of their environment and other riders in the park. The first step should always be to do a park inspection run before hitting any features.

Park Inspection checklist:
Weather and conditions: soft, hard, icy …?
General light and visibility: flat light, well lit…?
In-runs: steepness, length, snow speed …?
Take-offs: steepness, shape, length, amount of kick …?
Landings: length, steepness, condition, obstacles/spill zones …?
Rails: condition, smoothness, style …?
Rail take-offs: take-off below rail level or even…? Length of gap between take-off and rail …?
Rail Landings: Steepness, condition, length….?
Half-pipe: wall conditions, shape, height …?
Traffic: number of riders, are they relaxed or pushy, congested areas…?

It is important that all skiers and snowboarders communicate with each other to ensure riders are hitting jumps, sliding rails or dropping into the pipe one at a time and in order. Show respect to your peers and wait your turn to hit a feature. When it is your turn, raise your pole or hand and say “Dropping next”. When you are ready to start your in-run simply say “Dropping”. Keep students away from really busy features with line ups. It is intimidating for the students and can waste a lot of time.

There are certain times when parks are busier during the day. Get to know the flow in your park and plan your day accordingly. Stay in communication with ski area personnel. Keep them aware of conditions in the park, and inform them if jumps are to be built.

Another big safety concern is equipment. Make sure your athletes have good helmets that fit properly. Ensure bindings are functioning properly and at an appropriate DIN setting. Binding settings can be lowered when learning harder grabs and spins. As with any lessons binding setting are the responsibility of the individual skier and should be handled by certified technicians. Skiers should have properly sized skis and poles. Twin tips are strongly recommended and will facilitate park and pipe skiing.

The fundamental safety responsibility lies with the coach or instructor. They must know their terrain and choose appropriately for their students. Safe teaching requires a constant evaluation of the student’s skill level, mental state, and physical state. Set realistic tasks – it is always better to go “big on small”, then “small on big”.

Basic Skiing Skills in the Park and Pipe

The C.S.I.A. teaching method identifies five basic skills as the basis for analyzing and developing skiers. Skier development in the Park and Pipe is also based on this model. Instructors and coaches need to assess and develop skiers by improving their skills.

Competency in Park and Pipe requires strong parallel free- skiing on intermediate and advanced terrain. Skiers should be well-balanced, agile and dynamic. With good all-round skiing skills skiers are more likely to meet with success with terrain features. Comfortable and adaptable skiers will prove to be most successful.

Stance and Balance
This is the fundamental skill group for any skier. In park and pipe a centred and mobile stance will let a skier create better pops and landings for their jumps. In the half-pipe stance and balance lets a skier balance perpendicularly to the walls. Good stance is also vital for consistent rail slides and to maintain control in switch skiing.

Stance and Balance checklist:
Hips over feet and the middle of the ski
Bending and mobility in ankles, knees, hips, and back
Hands apart and up
Head up, looking forward

Timing and Coordination
Timing and Coordination allows skiers to time pops with the lip of a jump. Good timing lets a skier do their spins at zero-gravity in the pipe and sets up a landing with good pressure control. In the half pipe timing is essential to execute airplane turns and alley-oops. Getting on and off rails requires timing and coordination from the pop to absorbing the landing. All spinning moves and grabs require great coordination.

Timing and Coordination checklist:
Can the skiers connect a variety of tasks?
Is the skier reading and reacting to terrain?
Quickness and “explosiveness” indicate a skier that times their movements well to maximize energy and terrain usage

Pivoting
In all skiing pivoting is directing the turning effort using the lower body. While upper body rotation is generally avoided in regular skiing in park skiing it is often used to do spins, to get on and off rails and for moves in the half pipe. This mobility on the rotational axis is essential.

Pivoting checklist: Can the skiers control their line and speed by turning their legs? In free skiing do they stay in balance with a stable upper body? Can the skiers use rotation for twisting moves, spins, and switch transitions? Can the skier choose when rotation or counter-rotation is more appropriate?

Edging:
In park skiing edge control has many applications. In the half-pipe it takes a sensitive touch with the edges in the transition of the pipe to stay on line without killing the speed. At a more advanced level, edging can be used to create a platform to create spin off jumps or to carve out of landings when under or over-rotated. The most challenging edging skill for park skiing is to be able to slide on a flat ski for rails.

Edging checklist: Can the skiers control their line in the half-pipe? Can they slide on a flat ski on rails? Can they control direction efficiently with out dumping too much speed?

Pressure Control
Good park skills require a strong awareness of pressure control. This is the ability to spring from the ground on take offs and absorb impact on landings. The half pipe requires a feel for the resistance the wall create as the feet are pushed through the transition zone to the take off at the coping. Managing pressure well in the pipe is what lets the skier build momentum and work toward bigger air. Good pressure control means landing smoothly and gently on rails and makes it easier to slide the whole length of the rail. Pressure control in the parks can be the best thing you can do to preserve your knees and back.

Pressure Control checklist: Are take-offs powerful and consistent? Are landings soft and controlled? Can they use pressure to generate momentum in the half-pipe? Can they deal with varied terrain and transitions?

Skill
Development as a Teaching Approach
Understanding skiing as a set of skills lets a coach or instructor analyse and prioritize their skier's needs. Rather than looking at moves or manoeuvres, the instructor assesses the skier's skills and finds the causes of problems. The student can then be improved through a variety of activities that target the weaker skills. Some examples for park and pipe:

Assessment	Cause	Related skill Development

In the backseat	Not centered on skis	Bend at the waist and keep hands forward, hold ski poles in front like a tray (Stance and Balance)
Rigid upright body position	No flex in joints	Bring the center of gravity down by lowering the stance (S&B)
Leaning uphill	Rotating shoulders and not putting enough weight on downhill ski	More counter rotation (Pivoting) Put more weight on the downhill ski, keep shoulders over that ski (S&B)
Head down	Nervous, looking at feet	Keep your chin up so you can see what is coming (S&B)

Switch Skiing

With twin tips becoming more popular switch skiing has added another level to the sport. Switch skiing creates style options and makes easy terrain fun by “jibbin” - using rollers, banked terrain and just cruising backwards with your buddies. The main reason to learn to ski backwards is to take off and land “switch” for airs and in the half pipe.

Switch Progression
Introduce skiing backwards on gentle terrain in a low traffic area. Start with a backwards snowplow or no wedge on very flat terrain.
make gentle switch turns looking over the outside shoulder as you turn.
Traffic permitting, use more of a traverse on steeper slope. Ensure snow is smooth and consistent.
Encourage students to look over their downhill shoulder with an occasional look uphill to check for traffic.
Develop a solid stance and work towards parallel switch turns increasing speed as students get comfortable and stable

Introduce hop 180’s (from front to back) and switch 180’s (from back to front).
Introduce ‘pops’ to develop mobility. A ‘pop’ is a dynamic extension using the ankles knees and hips.This gets skiers off the snow so they can spin in the air. Try pops with 180’s standing still at first.
Straight or hop 180’s - Use a good pop to initiate the spin. Try spinning both ways to discover a natural turning side. Look over the opposite shoulder of the direction of the spin, always looking in the direction of travel.
Switch 180’s. When taking off switch look over the same shoulder as the direction of the spin. When you “spot the landing” you simply unwind towards it. Even when switch a good pop helps get the skis off the ground to give time to spin.

Skill development ideas
Use rollers to practice 180’s. Work on timing take off. On switch take-offs wait till heels are at the lip.
A common problem on switch landings is landing on the front of the boots or on the toes. A centered landing makes it easier to absorb any impact
Use “yo-yo pops”. A series of linked 180’s will develop quickness and agility.

Safety and class handling
Ensure there is a clear outrun, free of trees, fences, equipment or lift towers.
make sure slope is not to busy
Do not create a solid line of students across the slope
Scout the landing off jumps and rollers. If there are blind spots, station yourself to direct traffic over the jumps.

Tips for spinning 180's and 360's:
Start the rotation with the upper body. Use ankles, knees, hips and shoulders to help spin.
The ankles also really help to get a pop. More advanced skiers will help get the spin started by pushing off the edges
For 360's there is a blind spot, but as soon you get around 180 or a bit before you should be turning your head over the outside shoulder to find your landing.
If you are over rotating you can open up your stance to slow your spin or tighten stance to help speed up the last part of the 360.

Switch Skiing Assessment and Development

Assessment	Cause	Related skill Development
Landing blind	Not spotting landing	Look over the shoulder all the way through the air (Pivoting)
Leaning uphill on landing	Not enough 'pop'	Flex all joints equally feeling the heel, arch and ball of the foot on the bottom of boot (S&B)
Getting caught on the lip of take off for switch 180's	Popping and spinning to early	Wait until heel pieces reach the lip before you take off, patience (T&C)
Leaning sideways in the air	Pushing off from one foot more than the other	Pop equally with both feet, keep hand away and to the side of the body for balance (S&B, Pressure Control.)
Not completing spins	Not enough rotation	Get arms to the side and spin shoulders. Unlock ankles and start rotation with a good 'pop' (Pivoting, T&C)
Landing on tails for 360's	Not realigning for landing	Once past 180, spot the landing and lean downhill to stay perpendicular to the landing slope. (S&B)

Rails

Sliding rails on skis has opened up yet another aspect of skiing. Not too long ago the thought of grinding on metal with your skis on was outrageous. Now ski areas are building huge rail specific parks with bigger and more interesting rails to hit. The addition of rails makes a run through a standard park much more extensive.

Grinding rails takes great confidence and courage. The most common mistake when learning rails is similar to many beginners you see on the beginner slope. Apprehension and fear makes them lean uphill. Once a skier is comfortable getting their weight on the downhill ski they will meet with success and sliding rails becomes very exciting.

Practice 'pops' and side-slipping

Start with side slipping on fairly flat terrain. Use a "braquage" approach. Try both sides to find out which is more comfortable. Encourage a flat ski with little or no edge. Pick some steeper terrain and try to slide as far as possible in a straight line.
Use a pop to go from straight to 90 degrees across the slope. The feet should be straight across the imaginary rail, with the hips facing the ski tips and the head and shoulders facing downhill. Make sure students are popping a complete 90 degrees.
Encourage students to start putting weight towards the downhill ski, with the downhill arm driving in the desired direction. Try picking up the up hill ski while sliding. Advanced students can try to hop 90 degrees and land only on the downhill ski
Draw a line on the snow and get students to land on the line right under the arch of the foot. Hop a full 90 degrees and land on the line right with the weight under the arch and downhill.
Use grooming lines, skid tracks and natural spines to practice sliding sideways. Gets lots and lots of practice before grinding rails.

Start on a "fun box", or easy rails

For the first grind, use a "fun box" if available. Ride it straight to get a feel. It can also be slid sideways on ski boots only to get a feel for sliding sideways. All the moves for rails can be practiced on a fun box first.
Rails should be approached slowly at first, building speed as skill develops.
Progress to a 10-12 foot plastic rail or small metal rail. Ensure the rail is close to the ground with enough of a ramp up to it for the skiers to easily get on the rail.
Emphasize feet apart, body over feet, eyes and head up. The feet should be shoulder width apart as a tight stance causes skiers to topple over.
Get students to stand on the rail. Try different methods to stabilize students on the rail. Stabilize them by holding them by the downhill calf and their back, or by the forearms. With an assistant you can also hold the ski tips and tails and pull them along the rail.
Approach the rail like you are going to straddle it with skis equal distance from the rail on either side. Come straight at the rail aiming the belly button towards the end of the rail.
Use a good pop to get on the rail.
On the rail the athletes should focus towards the end of the rail

At first a soft pop can help them get off the rail, turning 90 for a straight landing. Alternately a slight retraction of the legs can be used, softening the contact with the rail to approach the landing.
Once comfortable try a switch exit, still focusing on landing looking over shoulder
Progress to longer, higher and bent rails.

Safety on Rails
Check rails for smoothness
Ensure the skiers can not catch their skis underneath the rail from the front or the side
Helmets are mandatory and fore arm or elbow pads and impact shorts for the hips are a good idea

Rail Assessment and Development

Assessment	Cause	Related skill Development
Falling uphill	Lack of confidence	Drive downhill with front arm, feel the outside of the downhill boot. (S&B, Edging)
Straddling rail	Not getting on the rail full 90 degrees	Practice off the rail getting more pop and landing completely sideways. (Pivoting)
Sliding off the rail sideways	Approaching rail from one side or the other	Aim belly button at the rail, with skis on either side of the rail.
Crashing halfway down rail	Not committed to finish rail, over excited	Focus on the end of the rail and past it to the landing.
Toppling over on rail	Too tall and stiff	Keep hands out and stance low for balance.(S&B)
Coming down, landing hard on the rail	Too aggressive pop and extension	Use just enough pop to get over the knuckle at the front of the rail. Slide onto the rail like butter. (S&B, Pressure Control)

Air progression

To develop jumping skills it is important to give the athletes lots of practice and repetition. A gradual approach is safer and in the long term more productive. Refining small airs builds confidence and skills. Going too big too fast can hurt or scare someone. Confidence is vital in working towards “big air”. Once confidence is lost, it is much harder to rebuild!

Understand the *mindset* of each skier. Not everyone wants to go big. Getting individuals to learn new tricks and stomp them on smaller jumps will create more sense of achievement than flying through the air out of control off a bigger jump, even if they do happen to land.

Basic Air Progression
Get each skier well balanced and very active so they can spring from the snow. Use a variety of approaches to develop skills on small to medium jumps.
Start with stationary “pops”, emphasizing stance, stability and full extension.
Use a small, safe jump or roller to time the “pop” with the lip of the jump. Emphasize a centred, soft landing.
As students progress, there are two options. One is to stay on small jumps and introduce simple moves and grabs. Alternately you can stay with straight airs but move to bigger jumps. Either approach can work and will depend on your students and terrain available.

Skill Development for “pops” and landings
The ability to “pop” or use a dynamic extension at take-off is essential to give skiers time to do moves in the air. There should be a strong extension at take-off, with the skier tall through the air with hands in front and away from the body. The landing requires flexion of ankles knees and hips with the skier perpendicular to the slope of landing. To develop these skills here are a few ideas.
Hop turns
Speiss, emphasize getting the skis high off the snow
Jumping over ski pole
See how many hop turns you can make in specific area
Use small bumps and rollers to get air, extending the legs
Time ‘pop’ with the front of the bindings at the lip
In the air the keep chin up, hands out front
Make sure the skiers “spot” the landing. Look for the landing point as soon as possible when in the air. This helps to end up in the right place, judge how much time there is and how steep the touch down will be. The body will instinctively make adjustments.
Prepare to absorb landing by lengthening the body to anticipate the impact

Progressing to moves and grabs

Once skiers are comfortable and balanced in the air it is time to introduce tricks and grabs. Introduce mobility in the air through tuck-jumps. Although they are "old school", the *twister* and *daffy* can still help with balance in the air. For all the grabs raise the feet up towards the upper body to reach for the grab. This will make it easier not to lose balance in the air. The order of difficulty for grabs is:
Shifty – tuck feet up in the air and drop ski tips down toward one side
Tuck jump/safety grab – bring the feet up and grab the outside edge of the same sided ski under boot (right hand grabs right ski or left hand grabs left ski)
Liu Kang - reach for inside edge of opposite ski in front of the legs and grab above the toe piece
Japan Air – grab the inside edge of opposite ski behind the boot.
Mute grab - cross skis at the toe pieces, reach across and grab the outside edge of opposite ski in front of toe piece.
Tail Grab - reach towards the back of the same ski and grab the outside edge towards tail
Rocket Air - bring both skis parallel in front of you as if you are trying to touch your toes, reach across both skis and grab outside edge of opposite ski
180 (small airs)
switch take-off (small airs)
360 (see switch air)

Skill Development for moves and grabs
Twister - concentrate on popping first, then trick, then ready to land
try a "Shifty" – extend then tuck heels towards your butt
on grabs, pop and extend first, then bring feet up towards body so you don't have to reach so far down for grab (less movement is more balanced)
try grab variations:
Tail grab (toxic) – reach towards the back of the same ski and grab the inside edge towards the tail.
Full tail grab – grab right at the very tip of the tail of ski.
For bigger air and cooler tricks try a compact body position through the air. Spotting the landing is crucial.

Air Progression Assessment and Development

Assessment	Cause	Related skill Development or tactic
Not enough air for tricks	Not enough 'pop'	More extension, approach low (S&B, Pressure Control)
Not making landing area	Not enough 'pop' or in-run speed	Unlock the ankles to spring into air or start higher uphill (S&B, Timing and Co-ordination)
Gets pushed back in the air	Not setting own trajectory	Spring forward pushing off the toes at the lip (S&B, Pressure Control)
Can't grab skis	Not bringing feet towards body	Tuck jumps, bringing heels to the butt (S&B)
Opening up too much in the air	Extending to much in the waist	Keep the shoulders rolled and stomach tight (S&B)

Skis coming off the ground but not getting air	Retraction not extension	Touch your toes then touch the sky. Push away from the snow. (Pressure Control)

Air progression

With snowboarding half pipe now an Olympic sport, the general public is becoming more aware of the possibilities in the pipe for fun. Half pipe technology has also come a long way with the introduction of 17 – 18 foot super pipe and the newest, 25 foot super-duper pipes.

Half pipe skiing allows the athletes to link several hits together doing different tricks back to back using both walls. As with any skill progression, a gradual approach will build confidence. Slowly increase the degree of difficulty and make sure the skier is well skilled and developed in each stage before moving on.

Half Pipe dynamics

The shape of the half pipe creates a natural acceleration and deceleration. Like the swing of a pendulum, the speed is greatest at the bottom of the pipe and decelerates as the skier moves up the wall. The moment when the skier stalls and begins moving back downward is the moment of 'zero gravity', and it is at this moment that the skier can most easily turn back into the half pipe.

Half pipe dynamics change according to the shape and size of the pipe and the speed of the skier. A beginner in the pipe will carry less momentum and not go as far up the walls. This type of skier will more likely need to initiate the return into the pipe with a 'pop', or jump. In a pipe where the walls are less than vertical, the skier will also need a 'pop', or extension, at zero gravity just to stay in the pipe.

Conversely, in larger pipes with truly vertical walls and more speed an extension could result in the skier coming too far back into the pipe, with the disastrous result of a pancake landing in the pipe bottom. In these more advanced situations the skier will be more likely to control their contact with the pipe walls and initiate their descent with a retraction of the legs. The accomplished skier in the half pipe will vary their movements according to the dynamics presented by the pipe and the speed they are traveling.

Half Pipe Progression

Before entering the pipe, students should know the parts of a half-pipe. Identify the transition, walls, coping, and deck. Teach students how to safely enter and exit the pipe. Start on one deck and have students enter the pipe, staying perpendicular to the wall as they enter. The angle of the traverse across they pipe will determine the speed. Have them exit by bending their legs as they reach the coping and moving forward to a stop on the deck.

Working the transition

Use a "kiddy-pipe" or embankments to get an initial feel
Start in the bottom of the pipe. Shallow turns just slightly riding the walls to feel the resistance against the skis. Use a snow plow to control speed only if necessary. It is preferable to get students used to controlling their speed more with the angle of attack up the wall.

Introduce the “zero gravity” feeling as the skiers go up the walls.
Have the student use the zero gravity point to pop and spin back down the wall heading and across the bottom of the pipe towards the other wall. As speed builds, this will be less of an extension and more of a retraction of the legs (see *Half Pipe Dynamics)*
Speed permitting, approach walls at a low angle to start so there is less spin required to go back across pipe
Use speed checks at the bottom of the pipe between walls so skiers don’t travel too far up the wall before reaching zero gravity
Approaching the wall at a higher angle (more across the fall line) will keep the speed down, but requires a more aggressive pop with more rotation to initiate the direction change. Remember, as the skier goes faster and moves more onto the vertical part of the pipe walls, the pop will be replaced by retraction in reaction to forces generated by the pipe.
Initiate the spin with the shoulders and an extension of the ankles. Once the spin is started everything should work together

Getting up the walls
As confidence grows the skiers will go further up the walls. Change the approach angle to increase the speed.
Get further up the wall by pushing the feet forward and up the wall through the transition. Sending the feet up the wall ahead of the body allows the skier to stay perpendicular to the vertical part of the half pipe. Resisting the compression of the transition generates speed and takes the skier higher up the walls.
“Alley oops” can be done in the pipe transition or off the walls. This is simply spinning uphill instead of down. Turn slightly uphill approaching the wall to reduce the amount of rotation needed to get around. Try doing alley oops on both walls.
Try “Air to fakie”. Travel straight up the wall, use a slight pop and then travel straight back down the wall switch making sure to look over the downhill shoulder. Use speed checks to regulate speed.

Above the Lip:
Start with straight air above the coping. With more air, use less “pop” as the pipe provides the energy.
Increase speed by traveling more downhill while traversing the pipe and pumping, or resisting, through the transition. This lets the student get more air and travel further down the wall before re-entering the pipe
Legs should be resisting yet relaxed as the skier leaves the lip. This lets the wall set the trajectory and avoids bringing the skier to far into the middle of the pipe to a flat landing.
Introduce grabs if the students are clearing the wall. Pulling feet up towards the body allows for more time to grab. Use the same grab progression as for jumps.

To plant or not to plant … the pole plant and the half pipe.

Whether or not a pole plant should be used seems to be a matter of personal preference. Even in the pro skiers there are some that use it and others that don’t. As a teaching tool the pole plant can be used to time the return into the pipe and can give the student a third point in contact with the snow for stability.

On the other hand planting the pole can damage the wall and coping of the pipe. Also a well balanced skier can actually be thrown off by planting the pole.

Ideally the skier is well balanced through the soles of their feet and do not need the pole.

Conclusion? Try it both ways and find out what works for you and your students.

Half Pipe Assessment and Development

Assessment	Cause	Related skill Development
Skis not coming off the wall at slower speeds	Not enough pop	Use a pole plant and spring away from the wall, approach low so you have room to extend (S&B, Pressure Control)
Landing with skis across the pipe and shoulders still facing the wall	Counter rotating, spinning legs before body	Look over the turning shoulder to spot landing, accelerate spin with hips to bring feet around (Pivoting)
Collapses in pipe transition	Not resisting increased pressure from the wall	Push feet forward and through the transition, keeping feet under hips to support pressure. (Stance, Pressure Control)
Landing on coping	No spring off the wall	Need a bit of pop at the lip. (S&B, Pressure Control)
Landing at the bottom of the pipe	Popping too much	Let the walls determine the trajectory . Use retraction to stay close to the wall. (S&B, Pressure Control)
Not enough air for tricks	Approach angle is to low	For bigger air angle the approach more downhill, for more travel time down the pipe in the air. (Pivoting, Edging)

ISIA Park & Pipe Workshop

On January 9th,10th and 11th, 2005, Ski and Snowboard Instructors of 15 countries gathered in St Moritz, Switzerland to exchange on Park & Pipe progression, methodology and technique. Under a perfect blue sky, this beautiful Ski Resort welcomed approximately forty people, who benefited from a unique opportunity to share ideas and information on topics such as:

Park & Pipe Safety and Liability
Ethic in the Snow Parks
Snow Park Equipment
Rails and Half-Pipe Construction & Technology
Technical Progression
Building your self-confidence
Slope Styles techniques
Clientele of Snow Parks
Etc.

This workshop turned out to be a great experience for all of us. Through a lot of fun and good camaraderie, we all learned a great deal about this activity. The overall experience was rewarding and provided us with valuable information, which we brought back to our respective countries.

Some countries already acquired slightly more experience than others on the teaching and training aspects of Park & Pipe. For instance, Austria, Canada, Great Britain, Germany and Switzerland were the countries lecturing on their own programs and experience.

Park & Pipe is an activity that is increasing in popularity and as such is growing rapidly. Therefore, it is important that as ski instructors, we stay trained and well informed to meet the needs of our clientele. This workshop proved to be a very enjoyable experience and an excellent tool for all concerned.

ISIA would like to thank all participants for their excellent contribution in making this workshop a true success.

Normand Lapierre
ISIA Vice-President
Communication Committee