



2003 FREESTYLE FIS WORLD CHAMPIONSHIPS START LIST / LIST DE DÉPART

MEN'S AERIALS FINAL SAUT HOMMES, FINALE

DEER VALLEY (USA) SAT 1 FEB 2003 / SAM 1 FEV 2003 START TIME / DEBUT 18:28

F.I.S. T.D.:	SÄÄMÄNEN Jyrki	FIN	Course Profile:
Chief of Competition:	ROTERMUND Konrad	USA	White Owl
Head Judge:	GRANGE Olivier	FRA	
FIS Race Director:	FITZGERALD Joe	FIS	
Chief of Course:	SEEMANN Chris	USA	
Judge 1: (Air & Form)	CLOT Monique	SUI	
Judge 2: (Air & Form)	DARGAN Garry	AUS	
Judge 3: (Air & Form)	RAMIEREZ Don	USA	
Judge 4: (Air & Form)	JANSEN Leo	NED	
Judge 5: (Air & Form)	HINKEL Wayne	CAN	
Judge 6: (Landing)	MENRAD Hans Uli	GER	
Judge 7: (Landing)	TANAKA-SUNDEQUIST Tina	JPN	

	Distance:	Height:	Gradient:
Inrun:	71 m		25°
Table:	21 m		0.5°
Landing:	25 m		37.5°
Kicker: #1	4.0 m	2.0 m	57°
#2	6.6 m	3.5 m	65°
#3	6.6 m	3.5 m	65°
#4	7.9 m	4.2 m	71°
#5	7.8 m	4.2 m	71°
#6	7.8 m	4.2 m	69°

Start No.	Bib	FIS Code	Name	Nation	Jump 1	D.D.	Kicker	Jump 2	D.D.	Kicker
1	14	2192615	ABLAEV Enver	UKR	bFFF	4.050	4	bLFF	3.800	4
2	4	2014135	VALENTA Ales	CZE	bdFFF	4.450	6	bdFdFF	4.850	6
3	9	2263813	ST. ONGE Ryan	USA						
4	2	2271185	OMISCHL Steve	CAN	bFdFF	4.450	4	bdFFF	4.450	4
5	3	2192906	ARKHIPOV Dmitri	RUS	bFdFF	4.450	4	bdFFF	4.450	4
6	15	2353447	QIU Sen	CHN	bFFF	4.050	4	bFdFF	4.450	4
7	16	2165067	RAK Dmitri	BLR	bFFF	4.050	4	bFdFF	4.450	4
8	11	2265753	PETERSON Jeret	USA						
9	29	2074178	KRAVCHUK Stanislav	UKR	bFFF	4.050	4	bFdFF	4.450	4
10	19	2062344	BERGOUST Eric	USA						
11	25	2263328	OU Xiaotao	CHN	bdFFF	4.450	4	bFdFF	4.450	4
12	7	2192130	GRICHIN Alexei	BLR	bLdFF	4.200	4	bdFFF	4.450	4

EXPLANATION OF JUMP CODES:

Somersault direction	b = Back, f = Front, s = Side
Body Position	L = Lay (layout/straight), T = Tuck, P = Pike, I = Preceding twist was in the layout position
Number of twists	H = Half (½ twist), F = Full (1 twist), Ru = Rudy (1½ twist), dF = Double Full (2 twists), Ra = Randy (2½ twists), tF = Triple Full (3 twists)
e.g. bLTF	Back/Lay-Tuck-Full = Triple back somersault, with the first somersault laid out, second tucked and the third with a full twist.

LEGEND

D.D. = Degree of Difficulty

