

**Elite FIS Astle Memorial**

**2 GS.2 SL**

**Squaw Valley USA**

**January 17-20, 2017**

- Schedule of Events:** January 16 Team Captains Meeting, 18:00 Palisades Room  
January 17-18 GS on Red Dog Entry Open at 9:30  
January 19-20 SL on Red Dog Entry Open at 9:30
- Entry Procedure:** US Entries: via USSA Division or Region.  
Foreign Entries: via Foreign Federation or Coach if Travel Letter is on file with USSA. Entries must be on a FIS entry sheet, coaches included.
- Entry Deadline:** January 9<sup>th</sup>, 2017 by 5:00pm.  
Send to: Lucy Schram [lschram@squaw.com](mailto:lschram@squaw.com)
- Entry Fee:** \$42 per race, payable to Squaw Valley at registration. Registration will begin at 17:00 in the Palisades Room on January 16<sup>th</sup>, 2017. Divisional check or credit cards only.
- Liability Waiver:** All athletes must complete online waiver by January 15<sup>th</sup>  
<https://store.squawalpine.com/eStore>
- Lift Ticket:** \$68 per day (19+);  
\$52 per day (13-18) available daily in the Olympic House Ground Floor 7:30-9:00. Multi day ticket available. Squaw Valley accepts major credit cards; cash and checks (make checks payable to Squaw Valley). Coaches' tickets distributed nightly at Team Captains Meeting. must be listed on entry sheet.
- Equipment Control:** Controls will be in place to confirm all athletes are using FIS approved equipment (FIS ICR 222.1)
- Team Captains Mtgs:** January 16<sup>th</sup> 18:00; January 17, 18 and 19 at 17:00 in the Palisades Room
- Lodging:** Lodging block available via phone: 888.767.1907 Group code: 40L487  
or online: <http://bit.ly/EliteTechSeriesSquaw>
- Organization:** Chief of Race: Phil GilanFarr [pglianfarr@squaw.com](mailto:pglianfarr@squaw.com)  
Race Administrator: Lucy Schram [lschram@squaw.com](mailto:lschram@squaw.com)  
Technical Delegate: Scott Young
- Bibs:** Bibs will be issued at Tame Captains Meetings. \$50 missing bib fee.
- Awards:** Daily on the Toyota Stage next to the Finish Arena; 15 minutes after expiration of protest period.