


| Freecarve | New Racers | *Proper Race Line* | Late Turn Progression | Composite |
|--|---|---|--|---|
| <p>Not a racing technique, but Freecarving shows us a good example of riding across the fall-line.</p> | <p>New racers often have difficulty looking ahead and setting up properly for their turns.</p> <p>Here are some of the hurdles new racers often face.</p> | <p>The quickest and most efficient way down the hill.</p> | <p>Getting late for a gate can throw off your rhythm for the rest of the course.</p> <p>Here's how it happens.</p> | <p>This is what the course looks like after practice... (just less colorful.)</p> |
| <ul style="list-style-type: none"> -Big "C-Shaped" Turns -Every turn is fully completed -Long Traverse across the fall-line | <ul style="list-style-type: none"> -Zig-zag motion that does not maintain a constant speed (Aiming straight at the gate, slowing, then turning.) -Energy builds in a straight line.. often rider slips past the gate -No early turn set-up means turns are late. | <ul style="list-style-type: none"> -Looking ahead & setting up early for every turn -Cutting close to the gate during the exit of the turn. -Turns are not always followed through | <ul style="list-style-type: none"> Gate 1 - Turn is fine Gate 2 - Gate is passed at the Apex of the turn. Rider does not traverse the hill and set-up for gate 3. Gate 3 - Late. Rider will need to make big changes or will not make Gate 4. <p>*proper race line overlaid.</p> |  |
| <p>Fun, but slow</p> | <p>Keep practicing!</p> | <p>The fastest way down!</p> | <p>This is bound to happen.. now you know why.</p> | <p>See if you can find the best line.</p> |