

<b>Title</b>	<b>Demonstrate advanced snowboard skills on advanced terrain at a snowsport area</b>		
<b>Level</b>	<b>3</b>	<b>Credits</b>	<b>3</b>

<b>Purpose</b>	People credited with this unit standard are able to demonstrate advanced snowboard skills on advanced terrain at a snowsport area.
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<b>Classification</b>	Snowsport > Skiing and Snowboarding
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<b>Available grade</b>	Achieved
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### Guidance Information

- 1 All learning and assessment against this unit standard must be carried out in accordance with the following:
  - relevant legislation including the Health and Safety at Work Act 2015, Accident Compensation Act 2001, Human Rights Act 1993, and subsequent amendments and associated regulations;
  - organisational policies and procedures including Emergency Action Plans (EAPs), Standard Operating Procedures (SOPs), and the use of personal protective equipment (PPE);
  - alpine industry codes including *Snow Safety Code* and *Outdoor Safety Code*; (available at <http://www.mountainsafety.org.nz>).
- 2 Definitions
 

*Advanced terrain* is terrain and runs classified as red and black at a snowsport area, including easy off-piste.

*Organisational policy and procedures* are documented instructions to staff that are available for reference at snowsport areas in the form of an operations manual and/or policy and procedures manual.
- 3 This unit standard is the equivalent of the Snowboard Ability Guide Level 5. Available at <https://www.mthutt.co.nz/media/1095/ability-guide.pdf>.

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### Outcomes and performance criteria

#### Outcome 1

Demonstrate advanced snowboard skills on advanced terrain at a snowsport area.

## Performance criteria

1.1 Demonstrate efficient riding on a range of advanced terrain by blending snowboarding movements together whilst maintaining an upright centred stance.

Range movements include – steering, edging, pressure control.  
advanced terrain includes – red and black runs including easy off-piste.

1.2 Demonstrate small, medium and long radius linked turns through the fall line using turn shape or side slipping for speed control.

Range turns includes skidded, edged.

1.3 Ride switch with a relaxed and rotationally aligned stance on groomed terrain.

1.4 Demonstrate front side 360 and back side 360 on flat ground showing edge control and maintaining a centred stance.

1.5 Perform freestyle airs showing balance and stability on take-off, in the air and on landing.

Range may include but is not limited to – small jumps 2-3m (from lip to knuckle) on natural terrain, straight airs (forwards and switch) with various grabs.

1.6 Demonstrate small, medium and large radius fakie turns through the fall line on groomed terrain.

<b>Planned review date</b>	31 December 2025
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### Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	28 March 2001	31 December 2022
Review	2	29 June 2005	31 December 2022
Review	3	25 March 2021	N/A

<b>Consent and Moderation Requirements (CMR) reference</b>	0099
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This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

### Comments on this unit standard

Please contact the Skills Active Aotearoa [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.