

Testing Skiing Equipment

Manufacturer: _____

Model: _____

Date: _____

Time: _____

Snow Conditions: _____

Weather: _____

Temperature: _____

Scoring

5 Excellent, 4 Very Good, 3 Average, 2 Fair, 1 Poor

Criteria	5	4	3	2	1
Short Turns					
Rebound Energy					
Long Turns					
Stability at Speed					
Forgiveness/Fun					
Hard-Snow Grip					
Crud/Powder					
Moguls					
Overall Impression					

Length of skis: _____ cm

___ Too Short ___ Just Right ___ Too Long

Ski is best described as:

___ Lively/Quick ___ Balanced ___ Hefty/Strong

Description of sidecut:

___ Too Little ___ Good ___ Too Much

Best suited for (terrain, snow, skier-type):

Detailed Descriptions for Score Card

What to look for when testing skis.

Short Turns

Does it respond to the faintest hint of edge pressure by rocketing into the next arc? If yes, then it loves short turns.

Rebound Energy

Every carved turn finishes with an upward pop of energy. Does this resemble a buttercup's kiss, or a volcano's eruption? Match your style.

Long Turns

If a ski constantly wants to cut out of its arc, across the fall line, into shorter turns, it gets low marks here.

Stability at Speed

Related to long turns. Stable skis lie smoothly on the snow, regardless of sudden bumps. Unstable ones want to rebound out of every trough.

Forgiveness/Fun

We sometimes make mistakes; like starting a turn with our keisters over our heels. If the ski locks into a white-knuckle arc, then it's not forgiving.

Hard-Snow Grip

Skis either do or do not cut into hard snow (or ice) when you apply simple downward pressure. You want a bite, but not necessarily a sudden one.

Crud/Powder

Rates the ski's ability to float over powder (not submarine below it), or to plow through crud without getting thrown off an arc by snow reefs.

Moguls

Skis with softer tips let you snake your way through a mogul field like a drop of mercury. Feel the ski's soft touch, or its hard trampoline of a tip.

Overall Impression

Your gut reaction to your experience on the skis. What is the first word that pops into your mind when you glide to a stop? Does it have four letters?