

Approved By: AASA Management

Effective Date: July 2016

Updated July 2016

Alberta Alpine Ski Association

AASA Concussion Medical Evaluation Form

To be completed by a licensed health care provider who is trained in the evaluation and management of a concussion and who has, within three years before the day on which the written statement is made, successfully completed a continuing education course in the evaluation and management of a concussion.

This athlete is being referred for evaluation after sustaining a suspected concussion. This athlete is prohibited from participating in skiing and / or training, competition, camps and practice until evaluated by a qualified health care provider who is trained in the evaluation and management of a concussion. Please evaluate the athlete's readiness to return to sport based on the description as listed below. The athlete is required to return this completed form to the AASA Member Services before being allowed to resume participation in USSA training, competitions, camps and practice. The completed form should be submitted to AASA Member Services by email at: memberservices@albertaalpine.ca

ATHLETE INFO		
Athlete Name:		
Date of Suspected Concussion:		
MEDICAL CLEARANCE		
As a qualified health care provider	trained in the evaluation and manag	rement of a concussion. I certify
	(athlete) is cle	•
AASA training, competition, camps		, .
Signature	Phone	Date
		
Name Printed	Email	
Clinic or Practice name and address	5	

I understand that the athlete I am clearing may be involved in the following activities:

- Alpine Speed Skiing (DH/SG): Athlete skiing at speeds of over 100km for up to 2-3 minutes.
- Alpine Technical Skiing (SL/GS): Athlete skiing up to 45-55 turns on course in 40-75 seconds.
- Alpine Ski Cross (SX): Athlete skiing in close proximity to other skiers on man-made courses with jumps, banked turns, and high speeds for between 40- 75 seconds.
- Alpine Freeskiing: Athlete skiing several runs of up to 10 min per run in high altitude in open and variable environments including jumps, trees, moguls, terrain parks, and steep terrain