

Race Rules Sprint Races: 4 mile, 6 mile, 4 mile skijor

6-dog and 4-dog sprint event will be mostly consistent with ISDRA rules (see [Sprint Rules](#) and [Skijoring Rules](#))

Rules specific to this race will be identified by the Race Marshall during the musher's meeting.

In addition, please note:

1. **Musher's meeting is MANDATORY** for all participants. Bib# will be given out during musher's meeting on Saturday morning. Teams will not be allowed to race unless present at meeting. Please see schedule of events for meeting time.
2. A sled bag and break are mandatory.
3. It is important to be courteous with handlers and other mushers. Helpers are not always familiar with sled dogs, so be patient with them.
4. Trail is wide with lots of room for passing.
5. There may be some overflow and rough ice chunks. Trail has been groomed.
6. Start positions will be assigned, there will be two heats
7. 1-minute interval starts. It is the musher's responsibility to be ready at given start time. There will be warnings of start times over the PA system.
8. Day 2, fastest teams start first.
9. Front of sled on start line, front of skis on start line for skijor.
10. 4-dog teams/skijor teams will run across the lake to Temple Point and return following the teardrop.
11. 6-dog teams will run across the lake to 1 mile past Temple Point and then take a right hand trail, which will meet back up with the main trail.
12. If a team DNF on Saturday, they may not race on Sunday.
13. Teams have to race on Saturday if they want to race on Sunday.
14. If a team has problems on the trail, the team needs to pull off the trail completely to allow others to pass by.

****Important that all teams stay LEFT at first intersection****

****6-dog teams stay left on 2nd intersection****

****There will be race officials at each intersection****

****On Saturday, distance finishers may be coming in during the sprint events. Please be aware of the need to head-on pass. We may delay race starts if necessary****