Caledonia Classic 100 Mile Race Rules

Registration Details:

-Early bird pricing ends Dec.1, 2026: 100 mile $200, 50 mile $150

-Registration fees after Dec. 1, 2026: 100 mile $300, 50 mile $250

-50% registration refund until Dec. 1, 2026, no refund after Dec. 1, 2026

-Last day to register is **Jan. 15, 2027**

-**No late registration after Jan.15, 2027** and mushers can't switch races after Jan.15, 2027. No exception.

This race is an unassisted distance race. Mushers need to be prepared to care for their dogs and themselves for several of days.

1. MANDATORY MUSHER'S MEETING:

All mushers must attend the meeting. It is recommended that all handlers attend the meeting. All entries must be paid in full prior to the end of the meeting.

2. RACE START:

Refer to schedule and announcements for time and place. All teams must be in designated staging area no later **than one hour before start time**. Teams deemed by Race Marshall to be unmanageable in staging area will not be allowed to leave until under control.

3. The race is a timed start format.

4. HANDLER:

Once the race has started, the handler cannot give any assistance to the musher unless there is an emergency for either dogs or musher. If assistance is given to a musher post race start the Race Marshall must be notified immediately.

5. NUMBER OF DOGS:

Start with 5 dogs minimum, 7 dogs maximum and must finish with no less than 4 dogs. No loose leaders. No dogs may be added to a team after the start of the race. Dogs must be in musher's control at all times. No switching of dogs between mushers is permitted.

6. GEAR AND EQUIPMENT:

The following items must be presented to the checker before the Race Start and before checking in and out at the checkpoint as well as at the finish line:

1. Proper cold weather sleeping bag.

2. Hand ax with an overall length of at least 22 inches/56 centimeters.

3. Two functional head lamps.

4. One dog bag suitable to carry a dog (sled bag is adequate).

5. Race bib.

6. The sled must be equipped with a functional, metal brake attached to sled.

7. Matches/lighter

Penalty - One hour per missing item will be added to musher's total running time. Teams missing any of these items at the start will not be allowed to leave until items are present. **Race bib must be worn at race start and finish and must be returned in good condition.** Gear will be checked at the beginning of the race, the checkpoint and the finish line.

7. MANDATORY SUPPLIES:

The following items must be in the Musher's possession at the start of the race and when leaving the clubhouse checkpoint:

A) Adequate amount of dog food per dog for the duration of the race (2 days worth is recommended)

B) Eight booties for each dog, one set can be on dogs.

All dog food, gear and other supplies to be used must be carried in the sled from the start. Dog food can be consumed during the race but must be in the sled at the start of the race and the Snowmobile Club House checkpoint.

8. TREATMENT OF DOGS:

There shall be no cruel or inhumane treatment of dogs (as determined by the Race Officials). No whips or jinglers permitted. All care and feeding of dogs will be done by the Musher only (except at Dog Drop). Only mushers may assist each other during the race. No outside assistance is allowed during the race unless an emergency is declared and judged so by the Race Marshall.

9. CLEARING OF TRAIL:

Musher setting up camp must clear the trail of their dogs and gear. Any fires must be built a safe distance off the trail. Slower teams must yield to faster overtaking teams and provide the overtaking team sufficient time to untangle if necessary before following. Musher being passed is responsible for controlling their dogs to provide a clean pass. The team being passed cannot pass the overtaking team for a minimum of 5 minutes.

10. SNOWMOBILE CLUBHOUSE CHECKPOINT:

All drop bags will be placed in the designated vehicle on Friday AM at the race start location. The musher is responsible for ensuring his/her supplies make it to the designated vehicle. The vehicle will be moved to the checkpoint. The musher will access his/her supplies after formally checking in.

Mushers will notify timer/checker immediately upon arrival, and have checker note arrival and departure time. Every Musher must personally sign in and out of the checkpoint. One six (6) hour stop at the Snowmobile Club House checkpoint is mandatory. All dogs, sled, gear and musher must remain at checkpoint area at all times.

One bale of straw is available to each team at the checkpoint.

11. DOG DROP:

Mushers may leave sick or injured dogs at the Snowmobile Club House checkpoint. Musher must have at least four (4) dogs remaining in their team to continue on with the race.

Dropped dogs must be left with handlers or race official.

Mushers are responsible to leave dog(s) in proper condition, ie. booties and harness off. Musher must provide contact information for handler.

13. LOST TEAMS

If a musher loses a team, they must make every effort to recover that team as soon as possible. A musher who receives help from another musher to recover a team will not be penalized. A musher may request assistance from spectators to recover a lost team if he/she deems it necessary. If a musher receives help from a spectator to recover a lost team, they MUST report this to the Race Marshall as soon as possible. Failure to report to the Race Marshall will result in time penalties or disqualification. If a lost team leaves the trail and is recovered, the Race Marshall will decide if a penalty is adequate.

14. SLED

Only one sled per musher will be used throughout the race. Sled repairs must not be a significant alteration of size or reduction of weight. On prior approval of the race marshall, a damaged sled may be replaced by a sled of comparable size and weight. A penalty may be assessed for such replacement.

15. CONDUCT AND DISQUALIFICATION

Drivers shall be responsible for the conduct of their dogs, their designated handler and themselves at all times during their dealings with each other, handlers, race personnel and volunteers, officials and the public. Common sense and good sportsmanship shall prevail. If the Race Marshall determines that the actions of a driver, handler or team at any time in the race area or on the trail is detrimental to the sport or race, the team may be disqualified or subject to another penalty.

16. PROTEST AND HEARINGS

All protests can be submitted to the Race Marshall within one hour of the end of the race. A verbal protest must be followed within one hour by a written protest and must be accompanied by a $25.00 cash deposit.

17. PENALTIES

Failure to adhere to all the published rules shall allow the race officials to penalize a musher, this will be the responsibility of the Race Marshall. A disqualified musher will forfeit all entry fees, placements and race winnings. Policy and rule infractions may result in an issuance of warnings, monetary penalties or time penalties. The musher so involved may request an informal hearing before the Race Marshall. A hearing shall be granted if requested. The Race Marshall will be responsible for judgment in such cases. The decisions of the Race Marshall are final.

If outside assistance is requested by the musher, a penalty (time or disqualification) may be assigned by the Race Marshall (with recommendation of the race committee).

18. FINISH

The official finish shall be determined by the nose of the lead dog crossing the finish line. In the event a driver is not with the team when it crosses the finish, time will be recorded after the musher crosses the finish line. All teams must have completed the course by Saturday 5pm. Mushers not finished by this time will be disqualified.

19. WEATHER AND TRAIL CONDITIONS

The race will continue under all but the most severe trail and weather conditions. Drivers must come prepared to run in cold, wind, storms, slush, above freezing temperatures or over sections of bare ground if necessary. Trails will be groomed and marked within 24 hours prior to race start. Trail conditions may change throughout the race due to weather. Trail improvements throughout the duration of the race are a priority but not guaranteed.

20. LITTERING

Absolutely no littering anywhere along the trail or at checkpoint is permitted. Garbage may be "packaged" and given to a checker at a checkpoint for disposal.

21. SPORTSMANSHIP

All mushers must conduct themselves in a civil and sportsmanlike manner beginning from the Mushers' Meeting right through to the end of the Awards Banquet.

22. NO MAN'S LAND

No Man's Land shall be considered the land between Temple Point and Cottonwood Beach (approx. last 2 miles) and the finish line. Within this area, trail does not have to be given at the request of the overtaking musher.

23. PURSE

Purse will be announced on the website before the race.

24. RACE OFFICIALS

The intent of the rules will guide the Race Marshall and Race Judges in their decisions. The Race Marshall is in charge of all aspects of the race from the pre-race Mushers' Meeting to the Finish Banquet. Race Judges will act as deputies of the Race Marshall. The Race Marshall may waive or reduce monetary or time penalties for unforeseen calamities that may befall a musher. The Race Marshall or a Race Judge shall have final authority to remove a dog(s) from the race for medical or other reasons. The Chief Timer and Assistant Timers are responsible for timing the race. Collectively these officials comprise the Race Committee.

25. CENSURE:

The Committee may reject any entries submitted for any reason of past conduct.

26. THE DECISIONS OF THE RACE MARSHALL ARE FINAL!!