

Caledonia Classic Race Rules

Revised August 12, 2019

200 MILE RACE

1. Mandatory Mushers' 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 page for time and place. All teams must be in designated staging spot no later than 10:00 AM. Teams deemed by Race Marshall to be unmanageable in staging area will not be allowed to leave until under control.

3. The race start will be a 3 minute staged format.

4. Handler

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

5. Number of Dogs

Eight dogs minimum, ten dogs maximum. No loose leaders. No dogs may be added to a team after the start of the race. Dogs must be in the 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:

1. Proper cold weather sleeping bag.
2. Hand ax with an overall length of at least 22 inches/56 centimeters
3. One pair of adequate snow shoes with bindings, with a minimum area of approximately 250 square inches/1612 square cm each
4. Functional cooker
5. An adequate amount of fuel to bring three (3) gallons of water to a boil
6. Light (flashlight or headlight)
7. One dog bag suitable for expired dog (sled bag is adequate)
8. Race Bib

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Penalty (Gear and Equipment) - One hour per missing item (at start, checkpoint, or finish) will be added to Musher's total running time. Teams missing any of these items at start will not be allowed to leave until they are present.

RACE BIB must be worn at race start and finish and must be returned in good condition. Gear will be checked in at the finish line.

7. Mandatory Supplies

The following items must be in the Musher's possession at the start of the race and when exiting the 6 hour mandatory rest at Hwy 27:

1. An adequate amount of dog food/snacks to travel from race start to checkpoint. An adequate amount of dog food/snacks to travel from checkpoint to finish.
2. Extra dog food (one day ration, two pounds kibble or equivalent per dog) for use in emergency conditions is required.
3. Eight booties for each dog.

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 mushers may assist one another during the race. No outside assistance is allowed during the race, including checkpoint, unless an emergency is declared and judged so by the Race Marshall. Incidental help at the checkpoint is permitted. Teams will be assessed by Race Official as necessary.

9. Clearing Trail and Passing:

Musher setting up camp must clear the trail of their dogs and gear. 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. Power line Checkpoint (50 miles from the start)

Musher must log in a two hour rest either on the way out or on the return trip. Rest time will be declared to check point official.

11. Dog Creek/HWY 27 Checkpoint (100 mile half way point)

All drop bags will be placed in an enclosed trailer on Friday AM at the race start location. The musher is responsible for ensuring his/her supplies make it to the trailer. The trailer will be moved to the Hwy 27 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 Dog Creek/HWY 27 checkpoint is mandatory. All dogs, sled, gear and musher must remain at the checkpoint area at all times.

Two bales of straw are available to each team at the checkpoint.

12. Dog Drop

Mushers may leave sick or injured dogs at the Dog Creek/HWY 27 checkpoint. Musher must have at least six (6) 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, i.e. booties and harnesses off.

13. Vaccinations and Drugs

Proof of current rabies, parvo and distemper vaccinations must be available for each dog (signed certificates or proof of purchase of vaccine)

Drug use of any sort will not be tolerated. No inject able, oral or topical drug which may suppress the signs of illness or injury may be used on a dog. No other drugs or artificial means may be used to drive a dog or cause a dog to perform or attempt to perform beyond its natural ability. A musher may not inject any substance into their dogs, this includes water.

The veterinarian shall have the authority to collect blood or urine samples at random any point prior to the race and immediately after the race.

The following drugs will be prohibited:

Analgesics, Anti-inflammatory drugs including but not limited to cortico steroids, ant prostaglandins, non steroidal, calculates, DMSO, central nervous system stimulants, cough suppressants, anaesthetics, diuretics, anabolic steroids, muscle relaxants, inject able anticholinergics, antihistamines. The external use of topical cortico-steroids is limited to the feet. The use of megestrol acetate (Ovaban) and mibolerone (Cheque Drops) as an oestrus suppressant is permitted. The practice of blood doping is not permitted. Race veterinarians may utilize any of the listed drugs or other prohibited drugs necessary to maintain a dog's health; however, such dogs will be withdrawn from the race. Personal prescriptions written for and carried by the mushers may not be used on the dogs. Administration of any drugs other than those mentioned above shall only be done with the prior knowledge and consent of the race vet and the race marshal.

14. Drugs

The musher must have their dog team free of all prohibited drugs and foreign substances from the time of the Vet Check until released by a Race Veterinarian or Race Official after the team has finished the race. Dogs that are continuing in the race shall not receive any of the following:

1. Any substance by injection
2. Acupuncture
3. Cold laser therapy
4. Corticosteroids or anabolic steroids
5. Any seizure medications
6. Any other treatment or therapy that, in the opinion of the Head Veterinarian, is not in the best interest of a dog that is to continue on in the race.

The Head Veterinarian must be notified of any dogs receiving allowed medication to treat an existing medical problem and a statement from the attending veterinarian describing the diagnosis and treatment must be presented with the YQI health certificate.

Veterinarians or Veterinary Assistants may randomly collect blood and/or urine samples up until 2 hours after a dog team has finished, scratched, or been withdrawn or disqualified from the race. It is the responsibility of the musher to assist the Race Veterinarian or Veterinary Assistant in the collection of the samples. The musher or the musher's handler must be present at all times during the taking and sealing of such samples. Documents evidencing the procedure shall be signed by the musher or their handler. No person may interfere in any way with the collection of samples or procedures conducted under this rule.

If a Race Veterinarian finds it necessary to treat a dog with a prohibited drug, that dog must be dropped from the race.

15. Lost teams

If a musher loses a team, he/she 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 must 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 marshal as soon as possible. Failure to report to the race marshal will result in time penalties or disqualification. If a team leaves the trail and is recovered, the team and musher must return to that spot where the team left the trail and continue the race from that point.

16. 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 Marshal 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.

17. Protest and Hearings

All protests can be submitted to the Race Marshal at 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.

18. 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 Marshal. A disqualified musher will forfeit all entry fees, placements and race winnings. The Race Marshal may assess penalties other than disqualification. 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 Marshal and Race Committee. A hearing shall be granted if requested. The Race Marshal will be responsible for judgment in such cases. The decisions of the Race Marshal are final.

19. 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 by the nose of the musher crossing the finish line. All teams must have completed the course by Sunday midnight. Mushers not finished by this time will be withdrawn.

20. 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.

21. Littering

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

22. No Man's Land

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

23. Race Officials

The intent of the rules will guide the Race Marshal and Race Judges in their decisions. The Race Marshal 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 Marshal. The Race Marshal may waive or reduce monetary or time penalties for unforeseen calamities that may befall a musher. The Race Marshal 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.

24. Censure

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

25. The decisions of the Race Marshal and/or the Race Committee are final!!

** Yukon Quest International 1000 Mile Race Rules may be used to help in the case of solving a dispute **