

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. Important to be courteous with handlers and other mushers. Helpers are not always familiar with sled dogs, so be patient with them.
2. Trail is wide with lots of room for passing.
3. There may be some overflow and rough ice chunks. Trail has been groomed.
4. Start positions will be drawn.
5. 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.
6. Day 2, fastest teams start first.
7. Front of sled on start line, front of skis on start line for skijor.
8. No race rabbit.
9. 4-dog teams/skijor teams will run across the lake to Temple Point and return following the teardrop.
10. 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.

**\*\*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\*\***