

# **WILLOW JR. 100 2011 RACE RULES**

## **1. COMMON START/LATE START**

For elapsed time purposes the race will be a common start event. Each musher's elapsed time between the starting line and the halfway point and back to the start/finish line will be calculated using 3 to 4PM on February 11th, 2011, as the starting time. Any musher, who cannot leave the starting line in order of the draw, will be started after the leaving time of the last musher, leaving at two (2) minute intervals. Any team that cannot leave the starting line within thirty (30) minutes of the last team's departure will be disqualified. It is the musher's responsibility to be at the starting line at the appointed time.

If the musher is unable to leave at least one (1) minute before the next musher's start time, that musher must wait until two (2) minutes after all mushers have started in the order of their draw.

All mushers must be present one (1) hour before the race start. All sleds must be checked one half (1/2) hour before the race start. Failure to comply will result in starting late.

(Common start event means that although teams will leave the starting line at two (2) minute intervals, each team's official starting time will be regarded as 3 to 4 PM.)

## **2. COMPETITIVENESS**

The race marshal shall have the authority to withdraw a team that is out of the competition and is no longer making a valid effort to compete, i.e., camping on the return trip.

## **3. ONE TEN (10) HOUR STOP**

One mandatory ten (10) hour stop (unless otherwise changed by the race officials) will be required at Grandpa Joe's Lake halfway point. The time begins upon arrival at Grandpa Joe's Lake. The starting time differential will be compensated for during each team's mandatory layover. Every musher must personally sign in at the checkpoint before going on. A musher is not officially checked in until he/she has accounted for all required gear.

## **4. AGE**

All drivers must be a minimum of twelve (12) and a maximum of seventeen (17) years the day the race begins.

## **5. DOG MINIMUM AND MAXIMUM**

Mushers must start the race with no less than seven (7) dogs and no more than ten (10) dogs and must finish the race with no less than six (6) dogs and they must be running on the tow line. There must be at least six (6) dogs running on the tow line at all times during the race.

## **6. HARNESSSES AND GANGLINE**

All harnesses must have reflective tape on them as we will be running during nighttime hours. All traces that Jr. Mushers use during training will be allowed during race events.

## **7. ONE MUSER PER TEAM AND SUBSTITUTES**

Only one musher will be permitted per team and that musher must complete the race with that team only. If the signed up musher should become ill, a replacement may be substituted only before the mushers' meeting and with Willow Jr. 100 board approval. And upon request for a substitution, all necessary paperwork must be handed in.

## **8. TEAMS TIED TOGETHER / SWITCHING OF DOGS**

Switching of dogs between mushers will not be permitted after the teams have officially completed the veterinary check.

## **9. TREATMENT OF DOGS**

There will be no cruel inhumane or inappropriate treatment of dogs. Decisions of the race veterinarians, acting in conjunction with the race marshal shall be final.

## **10. TAMPERING**

No musher may, without permission, tamper with another musher's dogs, food, or gear.

Dog food left behind and dog food from scratched and disqualified mushers becomes the property of the Willow Jr. 100 and will be used at the discretion of the race marshal.

## **11. OUTSIDE ASSISTANCE**

No musher may receive outside assistance between checkpoints unless an emergency is declared by the race marshal, or so ruled. This includes verbal assistance or any two way communications.

(The intent of this rule is that a musher receives NO OUTSIDE ASSISTANCE, EXCEPT IN THE CASE OF EMERGENCY.)

## **12. MOTORIZED VEHICLES**

In NO case will a musher accept assistance from any type of motorized vehicle for himself/herself or his/her team, **except** to recover a lost team.

## **13. FIRE ARMS**

NO fire arms of any type may be carried by the musher on his/her person in his/her sled or gear. NO pyrotechnics (i.e. roman candles) may be carried.

#### **14. TYING OF A MUSHER TO THE SLED**

NO tying of the musher to his/her sled in any manner.

#### **15. MANDATORY GEAR**

Every musher must have in his/her possession at all times the following items:

- a. Proper cold weather sleeping bag;
- b. Proper cold weather boots and clothes;
- c. Ax, head weighing minimum 1  $\frac{3}{4}$  pounds, handle must be at least 20" long;
- d. One (1) pair of snowshoes with bindings, each shoe to be at least 25" long and 9" wide (**no collapsible snowshoes allowed**);
- e. One (1) head lamp and an alternate battery powered light;
- f. Eight (8) booties for each dog either in the sled or use and in the sled;
- g. Some type of restraint to hold a dog(s) in the sled basket securely;
- h. Matches or lighter to start a fire;
- i. Two (2) drop cables or chains (minimum 16" long with snaps at each end or a loop on one end and a snap on the other), minus cable left with dropped dogs;
- j. Dog food cooker (must be acceptable to race marshal);
- k. Pair of spare socks
- l. Rain gear
- m. Three (3) pair of gloves
- n. Four (4) bottles of HEET

#### **16. MANDATORY FOOD**

No musher may leave a checkpoint without the following items in addition to the items named in Rule 15:

- a. One day's food for each dog with a minimum of one (1) pounds per dog must be in the sled bag at all times;
- b. One day's food ration for each musher; (this must be whatever you would eat in a Twenty-four (24) hour period. It must be nutritious food, not just candy and so called junk food.);
- c. Emergency rations of 3,000 calories.

(The dog food and emergency ration must be on the sled at the time of arrival at the start, half-way point and finish line, unless the night is spent on the trail other than the layover point. Mandatory human food may be eaten on the trail.)

## **17. USE OF MORE THAN ONE SLED DURING THE RACE**

A musher may use only one sled during the race.

## **18. INJURED/FATIGUED OR SICK DOGS**

All injured, fatigued or sick dogs that are dropped must be dropped at a designated dog drop. Each dog dropped **MUST** be left with one pound of food. If any dog must be dropped during the race at any time that is not at a designated drop site may be dropped if the trail crew is able to transport dogs. All trail crew will carry dog kennels with them for this purpose.

The Willow Jr. 100 will NOT supply drop chains or cables for dropped dogs. It will be the responsibility of the mushers to have the drop cable for all dropped dogs **and leave one for each dropped dog in the checkpoint when a dog is dropped**, which must be cable or chain at least 16" long with snaps at each end or a loop on one end and snap on the other. It will be the responsibility to provide one (1) days' food for the dog(s). Dogs that cannot be safely handled by race officials will be the sole responsibility of the driver as to care and transportation from the drop point.

## **19. EXPIRED DOGS**

Any dog that expires (dies) on the trail for ANY REASON must be taken to the next checkpoint. (If it is to the musher's advantage time wise, the expired dog may be taken back to the checkpoint just passed.) A necropsy shall be performed on all expired dogs and the results reported to the Willow Jr. 100 board.

If a dog dies during the Willow Jr. 100 the musher will automatically be disqualified unless race officials conclude how or why the dog died and/or it is their opinion that the death was not the fault of the musher.

## **21. DEMAND FOR FOOD AND SHELTER**

A musher may not make any demands for food or shelter along the trail.

## **20. PACING**

Pacing will not be permitted in any way, be it by motorized or non- motorized means.

## **22. CARE AND FEEDING OF DOGS**

All care and feeding of dogs between checkpoints will be done by the mushers **ONLY**. Only mushers may assist one another between checkpoints. Additionally, no planned help or a prearranged buddy system at the checkpoint or any time throughout the race is allowed. Incidental help at the checkpoints may be given by **RACE OFFICIALS AND CHECKERS**. At non-checkpoints, a musher may accept hospitality for himself/herself only.

No force feeding or watering will be allowed.

(It is the intent of this rule that the musher take care of his/her own needs and his/her own dogs' needs and his/her own gear.)

### **23. HAULING DOGS**

A musher may not allow any of his dogs to be hauled by another team. Musher's dogs hauled in his/her own sled must be hauled in a humane fashion.

### **24. UNMANAGEABLE TEAM**

Outside assistance will be allowed only if a team is unmanageable. (Whether a team is unmanageable will be ruled upon by the race marshal in each separate instance.)

### **25. LOOSE LEADERS**

There will be no loose leaders and all other dogs will be in the team or in the sled. All dogs will be fastened in the team or properly secured in the sled.

### **26. LOST TEAM**

In the case of a lost team, the team will not be disqualified if the driver regains control of the team. If the driver and team are separated, wherever they are united is where they may continue on. A time penalty may be applied, only if Race Officials and Marshall deem necessary.

### **27. SPORTSMANSHIP**

All mushers will conduct themselves in a civil and sportsmanlike manner, at all times, before, during and after the racing event so long as it might reflect on the Willow Jr. 100 race.

### **28. DRUGS AND THE DOGS**

The race depends on the assistance of volunteers who help out through their own generosity. A musher's conduct is a direct reflection on the Willow Jr. 100 and the public reputation of the event. Abusive treatment of officials and/or fellow mushers will not be tolerated. Musher's and volunteers are reminded that race participants are guests of the people whose land they travel on. So that those that follow are welcome, all persons connected with the race must behave with decorum. Obnoxious behavior and profanity will not be tolerated. Musher's must realize that, while they are the active participants, many others also participate as volunteers, officials, media people, and fans. It is important to the continued success of the race that ALL participants share the feeling of adventure, good competition and camaraderie that is the image of the race. Adverse comments regarding fellow mushers and others by mushers in the presence of media crews and other people will not be permitted. If you have something to say about someone, say it to him/her in private, or protest his/her actions if warranted.

No inject able oral, or topical drugs which may suppress the signs of illness or injury to the dogs may be carried or used by the musher.

THE WILLOW JR. 100 MAY SCREEN FOR DRUG ABUSE.

The following drugs are prohibited:

- a. Analgesics (pain relievers), prescriptive or non-prescriptive;
- b. Anti-inflammatory drugs including corticosteroids, anti-prostaglandins, salicylates, and DMSO. The Exception to this rule will be the use of topical corticosteroids for use in topical foot ointments.
- c. Nervous system stimulants;
- d. Cough suppressants;
- e. Diuretics;
- f. Muscle relaxants;
- g. Antihistamines;
- h. Diet pills.

(IT IS THE INTENT OF THIS RULE THAT NO DRUGS OR OTHER ARTIFICIAL MEANS BE USED TO DRIVE A DOG BEYOND HIS NATURAL ABILITY. A musher must have his team free of any of these prohibited drugs at the time of the vet check and during the race. If, in the view of a race veterinarian, it is necessary to use one of these drugs for the dog's well being, that dog will be dropped from the race.

## **29. DRUGS AND THE MUSHERS**

No Jr. musher will use tobacco, alcohol, or any other drug during the race. This means any drug not prescribed by a physician, including tobacco and alcohol.

Any musher observed using any of these types of substances will be disqualified from the race.

## **30. PASSING**

When one team approaches to within fifty (50) feet of another team, the team behind shall have the immediate right of way upon demand. The musher ahead may stop his dogs or slow to a walking pace, whichever is safer for the musher involved. If the musher calling trail demands the team stop, then that team must comply with the passing musher's request.

## **31. NO-MAN'S LAND**

The beginning of no-man's land will be clearly marked. On the return trip, mushers will be in no-man's land for the last five miles until they reach the finish line. This will be clearly marked. On the race trail before no-man's land, when a musher calls "trail," it must be relinquished.

(No-man's land is defined as the section of trail that does not have to be relinquished on demand. No-man's land may be changed if the race trail is changed.)

### **32. FINISH**

An official finish shall be determined by the nose of the first dog across the finish line.

### **33. DISQUALIFICATION AND PENALTIES**

Failure to adhere to the published rules shall result in disqualification, monetary fine, and censure or time penalties. This will be the responsibility of the race marshal. A disqualified musher will FORFEIT all placements and prizes.

### **34. MAXIMUM SIGN-UP**

All entries will be accepted. We are looking for no more than 15 teams this year; if more are signed up we will place them on the waiting list.

## **DATES and TIMES TO REMEMBER**

### **Friday, February 11<sup>th</sup>**

**12:00PM** – Mandatory Sign-In and vet check to follow mushers meeting.

**3:00 or 4:00 PM** – Start of Race, depending upon interviews and vet checks

**Banquet** – 6:00PM Saturday, February 12<sup>th</sup> at the Willow Community Center.