

JR. IDITAROD

2011 RACE RULES

1. All Jr. Iditarod Policies must be complied with.
2. 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 10 a.m. on February 26, 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 available for checking one (1) hour before the race start. Failure to comply will result in starting late.

3. COMPETITIVENESS

The race marshal shall have the authority to withdraw a team that is out of the competition or is no longer making a valid effort to compete.

4. TEN (10) HOUR STOP

One mandatory ten (10) hour stop (unless otherwise changed by the race officials) will be required during the running of the race. The time begins upon sign in at the halfway checkpoint. The starting time differential will be compensated for during each team's mandatory layover. Every musher must personally sign in at each checkpoint before going on. A musher is not officially checked in until he/she has accounted for all required gear. Any musher not reaching the layover point within five (5) hours after the first musher arrives at the layover point will not be permitted to finish the race. (Race marshal and chief veterinarian in a joint decision may change this time).

5. AGE

All drivers must be a minimum of fourteen (14) and a maximum of seventeen (17) years the day the race begins.

Proof of age must be in the form of a copy of a birth certificate. (Photo copy will do.) This proof of age will be included in the musher's packet.

6. 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 five (5) dogs. There must be no less than five (5) dogs running on the tow line at all times during the race.

7. HARNESSES AND GANGLINE

The neck and breast panel of all harnesses must be padded. No chain or cable may be used in collars, tug line or necklines. Six (6) square inches of reflector tape must be visible on each harness. If a dog coat is used over the harness, six (6) square inches of reflector tape must be visible on the dog coat.

(You may run cable down the main towline, but any place else is prohibited.)

All dogs except for lead dogs must have necklines attached to their collar or the main towline at all times during the Race

8. ONE MUSER PER TEAM AND SUBSTITUTES

There will be only one musher per team. No substitutions will be allowed after the start of the musher meeting. Any request for musher substitution must be accompanied by all required paperwork.

9. MARKING/TAGGING OF DOGS

All teams leaving the starting line must be marked and/or tagged with official tags/markers provided by Jr. Iditarod.

10. SWITCHING OF DOGS

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

11. TEAMS TIED TOGETHER

Two or more teams may not be tied together.

12. TREATMENT OF DOGS

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

13. TAMPERING

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

14. OUTSIDE ASSISTANCE

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

15. 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 or dog.

16. 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.

17. TYING OF A MUSER TO THE SLED

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

18. 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 clothes and boots;
- c. ax, head to weigh a minimum of 1 3/4 pounds, handle to be at least 22";
- d. one pair of snow shoes with bindings, each shoe to be at least 28" long and 9" wide;(no collapsible snowshoes allowed)
- e. promotional material as required by the Jr. Iditarod;
- f. one head lamp and an alternate battery powered light;
- g. eight (8) booties for each dog either in the sled or in use and in the sled;
- h. some type of restraint to hold a dog(s) in the sled basket securely;
- i. matches or a lighter to start a fire, at least two sources
- j. five (5) drop cables or chains (minimum 16" long with snaps at each end or a loop on one end and snap on the other), minus cable left with dropped dogs;
- k. dog food cooker (must be acceptable to race marshal.)
- l. three (3) pair of socks
- m. rain gear
- n. three (3) pair gloves
- o. Three (3) cans HEET (for use in case of trail emergencies)

In the event of accidental or unavoidable loss along the trail, the musher will be allowed to replace the missing item(s) at the next checkpoint before signing in.

19. MANDATORY FOOD

The following food must be on the sled at all times, unless used in an emergency:

- a. One day's food for each dog with a minimum of two (2) pounds per dog;

In addition to the emergency food above, the following food must be on the sled when leaving the start and halfway point:

- b. One day's food ration for the 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.

20. USE OF MORE THAN ONE SLED DURING THE RACE

A musher may use only one sled during the race.

21. 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 (1) days' food (two pounds or more.)

Every dropped dog will be left with one (1) cable and one (1) day's food. 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.

22. EXPIRED DOGS

All dog deaths are regrettable, but there are some that may be considered unpreventable.

Any dog that expires on the trail must be taken by the musher to a dog drop checkpoint. The musher may transport the dog to either the checkpoint just passed, or the upcoming checkpoint or comply with race official instructions. An expired dog report must be completed by the musher and presented to a race official along with the dog.

Disqualification will be based on investigation by race officials. Disqualification requires agreement of the race marshal, the chief veterinarian and one judge.

23. DEMAND FOR FOOD AND SHELTER

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

24. PACING

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

25. CARE AND FEEDING OF DOGS

All care and feeding of dogs between checkpoints will be done by the team's musher 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.

26. HAULING DOGS

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

27. UNMANAGEABLE TEAM

A musher may seek the aid of others to control an unmanageable team.

28. LOOSE LEADERS

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

29. DRIVERLESS TEAM

A team and driver must complete the entire race trail including checking in at all required locations. A driverless team or loose dog may be stopped and secured by anyone. The driver may recover his/her team either on foot, with assistance from another musher or mechanized vehicle and continue the race. Motorized assistance must be reported to an official at the next checkpoint. If mechanized help is used and advantage has been gained, the race marshal may impose appropriate sanctions.

30. SPORTSMANSHIP

Any musher must use civil conduct and act in a sportsmanlike manner throughout the race. Abusive treatment of anyone is prohibited.

31. DRUGS AND THE DOGS

No oral or topical drug which may suppress the signs of illness or injury may be used on a dog. No injectables may be used in dogs participating in the Race. 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. Prohibited drugs will be the same as in Iditarod rules.

Megesterol acetate (Ovaban) is permitted for use of estrus suppression and medical conditions for which progesterone therapy is appropriate, as approved by the chief veterinarian.

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.

Drug Testing:

- Dogs are subject to the collection of urine or blood samples, at the discretion of the testing veterinarian, at any point from the pre-race examination until six (6) hours after the team's finish. The musher or a designee will remain with the dogs. All results will be sealed and signed for before the tests are considered complete.
- A musher must assist the veterinarian in collecting samples whenever requested. If blood or urine testing of a dog reveals any of the prohibitive drugs in the dog, this rule has been violated regardless of when such drugs were administered to the dog. Blood, urine and other test results will be made available upon request.

Pre-Race Veterinary Exam

- A musher must have the team physicals performed at the official pre-race veterinary examination or by a Jr. Iditarod approved veterinarian, within fourteen (14) days prior to the race. The following conditions will prohibit a dog from participating: seizures (epilepsy), syncope (fainting) and/or pregnancy. Any musher not attending the official pre-race veterinary exam must notify the chief veterinarian no later than 8 a.m. on the day of the pre-race vet exam.
- All dogs entered in the race must have current distemper, hepatitis, parvo, and rabies vaccines. Proof of rabies vaccination must be a current rabies certificate that is acceptable to the state of Alaska. Proof of distemper/hepatitis/parvo vaccination must be a signed statement from a licensed veterinarian, detailed purchase receipt or labels from the vaccine. Proof must include date of actual vaccination.
- All vaccines must be given no later than two (2) weeks before the race and must be current through the race according to Alaska State regulations.

33. DRUGS AND THE MUSHERS

During the race, a musher will not use tobacco, alcohol, or any drug not prescribed by a physician.

34. 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 must stop his dogs and hold them to the best of his/her ability for a maximum of one (1) minute or until the other team has passed, whichever occurs first. The passed team must remain behind at least ten (10) minutes before demanding the trail.

35. NO-MAN'S LAND

The beginning of no-man's land 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.)

36. FINISH

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

37. DISQUALIFICATION AND PENALTIES

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

38. OFFICIAL FINISHER

a) To be an official finisher the musher must complete the entire course and meet all time requirements.

b) Anyone finishing and not meeting all requirements will be called a finisher.

DATES TO REMEMBER

Iditarod Rookie Meeting – Millennium Hotel Anchorage – December 4 & 5, 2011 (Jr. mushers are encouraged to attend)

Entry Fee -- \$150 if received by December 15, 2010 and \$250 if paid after that. Must be received by February 12, 2011.

Food Drop -- Iditarod Headquarters, **February 12, 12 noon to 2 p.m.**

Pre-Race Veterinary Check -- Iditarod HQ, **February 25, 8 a.m. to noon**

Mandatory Musher's Meeting -- Iditarod HQ, **February 25, 5 p.m.**

Race Start -- **February 26, 2011, 10 a.m.**, Wasilla (location to be announced)

Awards Banquet --**February 27, 2011**, Wasilla (time and place to be announced)