



Official Race Rules

1. Structure of the Race

- a. The race will begin and end at the Chugiak Dog Musher's Association (CDMA) clubhouse.
- b. The race will start at 9:00 am on the announced date.
- c. The race will consist of **four runs** around the CDMA mushing trails at Beach Lake.
- d. Teams will start in one minute intervals in an order determined by a draw. (see rule section 8)
- e. The staging area at CDMA will serve as the checkpoint between each run.
- f. Musher's are required to take a total of four hours of mandatory rest (plus start time differential) at the checkpoint. The rest must be taken upon completion of the second run/loop. Additional resting at the checkpoint is permitted, but will not count towards the mandatory rest.
- g. Musher's must check-in with a race official upon crossing the finish line following each run, and upon completion of their mandatory rest.
- h. Each team must start with six dogs (no more or less). All dogs must be attached to the gangline at the start of the first run. Teams must have a minimum of four dogs attached to the gangline in order to continue the race if a dog has been dropped.
- i. Musher's are allowed to drop a maximum of 2 dogs at the checkpoint. A race official must be informed of the intent to drop a dog. The dropped dog must be

turned over to the musher's handlers. Once a dog has been dropped it is not permitted to rejoin the team. No substitute dogs are allowed.

- j. Each musher is required to have a functional headlight and appropriate cold weather gear.
 - k. Each team will be assigned a camping spot at the CDMA staging area. The camping spot will coincide with the start order.
 - l. Each musher must bring straw for their dogs to rest on at the checkpoint. A sufficient amount for 6 dogs is required. CDMA will NOT be providing straw.
 - m. Each musher will be allowed to have any dog food or gear to be used at the checkpoint in a drop bag or at their truck at their assigned parking spot. (Mushers are allowed to retrieve items from their camping spot if passing through the checkpoint and not resting).
 - n. No outside assistance is allowed for the mushers at the checkpoint. All care and feeding of the team must be done by the musher
 - i. Exceptions:
 - 1. Race officials and/or the musher's handler may assist with getting the team from the finish line to their camping spot, their camping spot to the start line, or from the finish line back to the start line.
 - 2. A musher's handler may haul water to the team's camping spot. Water is NOT provided by CDMA.
 - o. Mushers are allowed to utilize the CDMA clubhouse during rests.
 - p. The race will officially end after 1.5 times the first place finisher's total elapsed time. The cutoff time calculation will be from the time the last musher left the starting line. Any team still on the course after the cutoff time will be allowed to continue, but will not be supported by race officials, have their final time calculated/recorded, or be assigned a finishing place. (Note: it is at the discretion of the race officials to invoke this rule)
 - i. Example: If the first place finisher's total elapsed time is 13 hours, the cutoff time will be 19.5 hours after the highest bib number left the starting line on the first run.
 - q. If a musher intends to scratch from the race, the musher must inform a race official at the checkpoint.
2. Etiquette and Sportsmanship
- a. Mushers and handlers must not be under the influence or consume any alcohol and/or drugs of any kind during the race at any time. Such violations will result in immediate disqualification.
 - b. No litter will be left on the trail.
 - c. Mushers and their crew must demonstrate sportsmanship like conduct during all parts of the race.
 - d. Mistreatment of any dog will be cause for immediate disqualification.
 - e. Mushers or their handlers are required to clean up all straw, dog waste, booties, and garbage within 60 mins of finishing the race. Be prepared to bring your own cleaning supplies (i.e. rake, shovel, trash bags etc.) CDMA does not supply these items.

3. Trail
 - a. The course will consist of 4 loops around the CDMA/Beach Lake trail system. The course shall be clearly laid out with signs, gates, and/or a sufficient number of highly visible markers.
 - b. A description of the finalized course will be shared during the bib draw/mushers meeting. Each loop is expected to be roughly 17 miles long (subject to change).
4. Passing/Right-of-Way
 - a. Standard CDMA passing rules apply as follows:
 - i. When one team overtakes another within fifty (50) feet, the team behind shall have the immediate right-of-way upon demand. The driver ahead must stop his/her dogs and hold them to the best of his/her ability until the other team is by.
 - ii. The overtaken team may request and receive the right-of-way as above after four minutes or one mile, or if the concerned drivers are in agreement, at lesser time and mileage intervals.
 - iii. A passing driver with a tangled team may require the following driver to wait no longer than one minute.
 - iv. Teams following shall maintain an interval sufficient so as not to interfere with the driver on the team in front.
 - v. No incoming team has the right-of-way over another incoming team within the "no-right-of-way" zone
5. Enforcement of Rules
 - a. Violations of the listed rules may result in a one or two hour time penalty or disqualification.
 - b. The race marshall has final authority on the determination of if a violation occurred and what level of penalty will be applied.
 - c. Any rules not specifically addressed in this document will default to the standard CDMA race rules found at chugiakdogmushers.com
6. Sign-Ups/Team Limits
 - a. All mushers must be members of CDMA.
 - b. Registration is \$100 due at sign up.
 - c. Entrants can sign up at chugiakdogmushers.com
 - d. Junior mushers are allowed to compete. Junior mushers must be at least 14 years of age. A separate class in the race will be included for juniors, with the juniors leaving the starting line first. (All racers will be on the trail at the same time). Juniors are not required to pay the entry fee, but must be members.
 - e. The number of teams is capped at twenty. Any teams wishing to sign up after the limit has been reached may be put on a waiting list.
 - f. A kennel is allowed a maximum of two teams in the race. If the number of teams has not reached 20 before registration closes, a kennel may be allowed to add teams.
 - i. Kennels are allowed to substitute a musher up until the bib draw/musher meeting, as long as: the appropriate entry fee is paid, and the substitute musher is a registered member of CDMA.

7. Bib Draw/Musher Meeting

- a. A draw for starting order, bib numbers and assigned camping spots will be held at the CDMA clubhouse
- b. This meeting will also include a discussion of the course and provide competitors the opportunity to ask for clarifications on the structure and rules of the race.

8. Purse

- a. The amount of the purse is TBD and will be announced by CDMA.
- b. Junior mushers are not eligible to receive purse money. CDMA will provide separate awards/prizes for junior mushers. These awards/prizes will be announced by CDMA.
- c. The purse and other awards will be distributed at a musher's banquet, date/time/location TBA.