



**CANADIAN CHALLENGE SLED DOG
RACE RULES - 2023**

Categories

10-Dog Race/Qualifier: 291 km (182 Miles) * Main Race Event *

Elk Ridge (Start) – Weyakwin – 969 Wilderness – La Ronge – Missinipe (Finish)

10-Dog 300 Mile Qualifier: 488km (305 Miles)

Elk Ridge (Start) – Weyakwin – 969 Wilderness – La Ronge – Missinipe – Stanley Mission – La Ronge – Missinipe (Finish)

8-Dog Race: 166 km (104 Miles)

969 Wilderness (Start) – La Ronge – Overnight – La Ronge (Re-Start) – Missinipe (Finish)

6-Dog Open Race: 80 km (50 Miles)

La Ronge (Start) – Missinipe (Finish)

RACE START

10 DOG RACE:	ELK RIDGE RESORT; TUESDAY, FEBRUARY 22, from 12 PM
8 DOG RACE:	969 WILDERNESS; THURSDAY, FEBRUARY 23, from 10 AM
8 DOG RE-START:	LA RONGE; FRIDAY, FEBRUARY 24, from 10 AM
6 DOG RACE:	LA RONGE; FRIDAY, FEBRUARY 24, from 10 AM (Follows 8 Dog Re-start)

PRE-RACE VET CHECK

10 DOG RACE:	PRINCE ALBERT; MONDAY FEBRUARY 20, 8 AM – 3 PM
8 DOG RACE:	LA RONGE; WEDNESDAY FEBRUARY 22, 8 AM – 3 PM
6 DOG RACE:	LA RONGE; THURSDAY FEBRUARY 23, 8 AM – 3 PM

MUSHER MEETING

10 DOG RACE:	PRINCE ALBERT; MONDAY FEBRUARY 20, 4 PM
8 DOG RACE:	LA RONGE; WEDNESDAY FEBRUARY 22, 4 PM
6 DOG RACE:	LA RONGE; THURSDAY FEBRUARY 23, 4 PM

SOCIAL EVENT

ALL RACES:	MISSINIPE, FRIDAY FEBRUARY 24, 5 PM (optional)
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AWARDS BREAKFAST

ALL RACES:	MISSINIPE, SATURDAY FEBRUARY 25, 9 AM
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A. PRE-RACE

1. ELIGIBILITY

- Mushers entering the 6-dog category must be older than 12 years of age.
- Mushers entering the 10-dog category must be older than 16 years of age.
- Mushers under 18 years of age must have parental permission to run in any race, with parent or guardian completing Parental Approval Form.

QUALIFIERS:

- Mushers wishing to use the 10-dog race as a qualifier for the Yukon Quest or Iditarod races will be required to run the entire race with no assistance from their handler or any other person.
- Mushers must declare their qualifier status no later than 12:01am Tuesday, Feb. 7, 2023.

2. REGISTRATION

- **Entry forms:** Receipt of the entry fee and completed registration form will constitute the musher's intent to enter the race, and to comply with the rules as stated. The registration form and entry fee must be accompanied by a current photo and a completed biography sheet. By submitting these items, the musher and handler consent to the use of this information on the Canadian Challenge website and in other race promotional material as determined by the Board.
- **Acceptance:** The Canadian Challenge Race Committee reserves the right to reject any entry.
- **Deadlines:** 12:01 am, Tuesday, February 7, 2023, is the entry deadline. However, it is up to the discretion of the race committee to accept or decline later entries. In the case of a kennel entry, the musher must be named at registration.
- The **maximum number of entries is 45 teams, consisting of a maximum of 25, 10-dog teams, maximum of 10, 8-dog teams, and a maximum of 10, 6-dog teams.** A waiting list will be established to replace cancelled entries.
- **Pre-Race Vet Check:** Mushers must register in person at the Mandatory Pre-Race Vet Check. Mushers will be required to complete a liability waiver at registration.

3. ENTRY FEES

- The entry fee for the Canadian Challenge 10-dog (200-mile/qualifier) race is \$300, 10-dog (300-mile) qualifier is \$400, 8-dog (100-mile) race is \$200, and the 6-dog (50 mile) race, is \$50.
- In case of withdrawal before the race start, 50% of the registration fee will be paid out before January 20, 2023. There will be no refund for withdrawal after January 20, 2023.
- In case of change in race category, the difference between the original entry fee and new entry fee will be refunded, if change is made before 12:01am, January 20, 2023.
- A bib deposit of \$50 per set of musher/handler bibs is to be paid at registration (during the vet check). Both bibs are to be returned for a refund at the Awards Breakfast.

4. CLAIMS

- Each musher and handler agree not to hold the Gateway North Sled Dog Race

Association Inc., its members, race sponsors, landowners (private or government), the race committee, board of directors, employees or volunteers, individually or jointly, responsible for injury or damage to himself/herself, his/her handler, dogs, or equipment.

5. MUSHERS

- **Starting musher:** The musher starting the race shall drive the team throughout the race. The Race Committee may allow the substitution of a musher up until the start of the race.
- **Attendance at Functions:** It is mandatory for all mushers to attend all race functions listed, including the vet check, musher meeting, and the Awards Breakfast.
- **Mandatory Mushers' Meeting:** All entering mushers and their handlers **MUST** attend the Musher's Meeting. Failure to meet the first roll call may result in a fine of \$100.00. Missing the second roll call may result in disqualification.

6. DOGS & DOG HEALTH

- **Size of Teams:**
 - i. Each **10-dog team** must start with a maximum of 10 dogs (minimum of 8) and finish with a minimum of 5 dogs. At least 5 dogs must be standing in the team at all times.
 - ii. Each **8-dog team** must start with a maximum of 8 dogs (minimum of 6) and finish with a minimum of 4 dogs. At least 4 dogs must be standing in the team at all times.
 - iii. Each **Open team** must start with a maximum of 6 dogs (minimum of 4) and finish with a minimum of 4 dogs. At least 4 dogs must be standing in the team at all times.
- **Marking Out:** Any dog dropped before or during the race will be marked out and cannot be re-entered or substituted.
- **Mandatory Pre-Race Vet Check** –It is the musher's responsibility to make sure this check is scheduled and completed before race start.
 - i. All dogs must undergo a mandatory pre-race veterinary health check as scheduled by the Race Committee. All dogs are expected to meet general standards of good health, and the Race Committee may publish any other specific criteria in advance.
 - ii. **Vaccinations:** The musher must present certificates at the health check for all dogs entered in the race to prove **current vaccination for parvovirus, distemper and rabies**. Proof of vaccination from Veterinarian, or purchase of parvovirus and distemper vaccines must be submitted for inspection. The dogs must be vaccinated prior to coming to the race; it cannot be done at the health check. **A RABIES VACCINATION CERTIFICATE, VALID IN THE PROVINCE/STATE WHERE MUSER RESIDES, SIGNED AT LEAST TWO WEEKS PRIOR TO THE RACE IS REQUIRED.** Certificates for Imrab 3 (rabies) vaccinated dogs will be accepted for up to 3 years from the date of vaccination.
 - iii. Any dogs not qualifying for a certificate of good health may not run in the race.
 - iv. As per IFSS (International Federation of Sled Dog Sports) rules, no dog under the age of 18 months are allowed.

- **Drugs:**

- i. Administration of any drugs other than the vaccines mentioned above shall be done only with prior knowledge and consent of the Head Veterinarian and the Race Marshal(s). It is the intent of this rule that no drugs or other artificial means be used to drive a dog beyond its natural ability.
- ii. No injectable substances of any kind, and no oral or topical drugs which suppress signs of illness or injury to the dogs, may be in the possession of the musher or used during the race.
- iii. The health checker or any official Veterinarian shall have the authority to collect blood and/or urine samples at random at any point during the race, starting with the pre-race health check and up to one hour after the finish of the race.
- iv. A musher must have his/her team free of any of these prohibited drugs at the time of the pre-race health check and during the race. If, in the view of the Race Marshal or an official veterinarian, it is necessary to use one of these drugs, including intravenous, for the dog's wellbeing, that dog will be pulled from the race.
- v. Use or possession of the **following drugs are prohibited:**
 - a. Analgesics (pain relievers), prescription or non-prescription, including aspirin
 - b. Anti-inflammatory drugs including corticosteroids, anti-prostaglandins, and salicylates. The exception will be topical corticosteroids used in topical foot ointments approved by the head veterinarian.
 - c. Nervous system stimulants
 - d. Cough suppressants
 - e. Diuretics
 - f. Muscle relaxants
 - g. Antihistamines
 - h. Diet pills.
- vi. Sweets will be allowed, without prohibited substances.
- vii. It is the intent of this rule that no drugs or artificial means be used to drive a dog beyond its natural ability. If any official veterinarian deems it necessary to use one of these drugs for the wellbeing of a dog, that dog will be pulled from the race.

7. EQUIPMENT

- **Sled Equipment**

- i. **Harnesses:** All harnesses shall be padded around the neck and chest areas. Each harness shall have two inches of reflective tape on each side of the neck and on each side farther back, so as to reflect snowmobile lights from the front and side.
- ii. **Team Formation:** All dogs shall be harnessed in single or double formation.
- iii. **Sled:** Some type of sled will be drawn, equipped with a working brake bolted to the sled, brush bow and a snow hook. No part of the braking system, or any ropes etc., shall extend beyond the back end of the runners, except for the traditional northern toboggan which can have a brake at the back. Mushers can exchange sleds at any of the official checkpoints.
- iv. **Sled Bag:** A sled bag capable of safely restraining a struggling dog, and if

necessary, covering a severely injured or expired dog, is required.

- v. Tethers: Each musher shall provide a chain or cable tether for any dogs left at a checkpoint and not in the care of his/her handler. One tether must be provided for each dog.
- vi. Main lines must be made of cable or have a cable core, unless using a double trace hook-up. Neck lines and Tug lines are not required to be cable, or have a cable core.
- vii. Drop bags must be cloth burlap or woven poly, permanently marked with the musher's name and checkpoint name. The maximum weight must not exceed 18.1 kg (40 pounds). The intent is that dog food will be completely consumed; mushers are asked to only drop what they need.

- **Mandatory Gear**

- i. Working headlamp with spare batteries (we recommend two headlamps for insurance)
- ii. Knife
- iii. Winter/Arctic weight sleeping bag
- iv. Axe (minimum 1 $\frac{3}{4}$ lb head and 22 inches in length).
- v. Cable cutter, readily accessible and capable of cutting the Main Line if necessary
- vi. Waterproof matches/lighter
- vii. One day's emergency ration for the musher
- viii. First aid kit (to consist of at least a triangular bandage, pressure dressing, and tape, to be used in case of major bleeding).
- ix. Vet book
- x. Alcohol cooker – **10-dog teams only** (fully functional upon leaving the checkpoint, capable of melting snow to water for the entire team).
- xi. Promotional material, which may include a sponsor banner and a musher's bib. These must be turned in at the end of the race, or when the musher scratches from the race.
- xii. Dog Jackets: mushers must carry adequate jackets for all the dogs, in case of extreme cold, and we also recommend carrying dog blankets, as an extra cover in checkpoints.
- xiii. Penalty: If a musher arrives at any checkpoint, or the finish line, missing any of the above items, one hour will be added to their total time for each missing item.
- xiv. Snowshoes: one operational pair of snowshoes with bindings, each snowshoe to be at least 252 square inches in size.

- **Expendable Items:** These must be on the sled when leaving the start and any other checkpoint.

- i. One pound of dog food for each dog on the team
- ii. Two sets of booties (8) for each dog. One set can be on the dogs.
- iii. Fuel for cooker - **10-dog teams only**.

B. OFFICIATING

1. RACE COMMITTEE

- a. The Board of Directors of Gateway North Sled Dog Race Association Inc. shall constitute the Canadian Challenge Race Committee.

2. RACE OFFICIALS

- a. The Canadian Challenge Race Committee (“Race Committee”) shall appoint race officials to oversee the race. Race Officials shall include:
 - i. Race Marshal
 - ii. Assistant Race Marshal
 - iii. Head Veterinarian
 - iv. Veterinarian Assistants
 - v. Start Chief
 - vi. Timing Chief
 - vii. Trail Chief
 - viii. Checkpoint Chief
- b. **Race Officials Authority:** Race officials shall have authority to make decisions respecting their specific areas of responsibility, and in the absence of a more qualified official, to make decisions intended to advance the fairness and safety of the race. **The Race Marshals have the ultimate authority to make final decisions.**
- c. Where reasonably possible, race officials shall consult with the Race Marshals before making any decision that might affect the finish order of the race. Where the Race Marshals cannot be consulted, the Race Official shall, subject to the outcome of any official protest, have the final word regarding the decision being made.
- d. Any race official can be replaced during the race for gross incompetence, by a majority vote of the Race Committee.
- e. The Head Veterinarian and his/her team, as consulting specialists to the race, shall be available throughout the race for consultation, first aid, and major medical situations.
- f. In the case of the unavailability of the Race Marshals, the Head Veterinarian shall become the ultimate authority for the race.
- g. A Race Official’s decision to disallow an entry or remove a dog or team from the race can go to the Race Marshals for appeal.
Race Marshal’s Authority: The Race Marshal shall have control of the race from the start of the pre-race musher’s meeting until the race is over. He/she has the ultimate responsibility to make decisions and the final word overall safety considerations for both dogs and mushers. He/she has the authority to:
- h. interpret rules at the pre-race musher’s meeting and during the race
 - i. refer rules questions to the race committee
 - ii. make decisions respecting race matters not covered by the rules
 - iii. suspend the running of the race for a period of time to deal with extreme weather or other unforeseen circumstances
 - iv. reroute the race to avoid poor trail conditions or other hazards
 - v. relocate or close checkpoints, after advising the Trail Chief or Checkpoint Chief of any problem and allowing one hour to correct it

- vi. order drug testing of dogs
- vii. assess fines or other penalties for rules infractions ix. consider and act on appeals of decisions made by Race Officials. The official's decision stands until the Race Marshal overrules it.
- viii. disqualify dogs, teams, and mushers from the race for just cause
- ix. alter a participant's running time
- x. determine the final finish order of teams.
- xi. Any decision made by the Race Marshals may be appealed by the musher to the Race Jury.

3. RACE JURY

- a. The Race Committee shall appoint a Race Jury of three (3) persons to decide matters referred to it by the Race Marshals and to decide official protests.
- b. **Route changes:** If the Race Marshal is of the view that the length of the race route, or the time allowed to run the race route, should be altered for any or all of the teams entered, he/she shall refer the matter to the Race Jury with his/her recommendation. The Race Jury, after considering any evidence it chooses, shall decide the matter by majority vote on such terms as it deems appropriate, and have its decision communicated to mushers as soon as possible.
- c. **Withdrawals/disqualifications:** If the matter of a withdrawal or disqualification is appealed by a musher to the Race Jury, The Race Jury shall, after giving the musher an opportunity to be heard, decide the matter by majority vote and have its decision communicated to the team's musher as soon as practicable. The Race Jury's decision regarding the withdrawal or disqualification of a musher is final, and not subject to protest or appeal.
- d. **Other matters:** The Race Marshal may, at his/her discretion, refer any matter to the Race Jury for decision. The Race Jury may, after giving any musher having a significant interest in the matter an opportunity to be heard, decide any such matter by majority vote. The decision of the Race Jury in such a case will be final.

4. PROTESTS & HEARINGS

- a. Any musher wishing to protest the decision or action of a Race Official, or the failure of a Race Official to make a decision or take action regarding an event likely to affect the outcome of the race, may do so by filing his or her protest, in writing, along with a cash deposit of \$25, with a Race Official.
- b. A musher's protest shall be filed as soon as is practicable in all circumstances, and in any event, no later than one (1) hour after the musher's finish.
- c. A Race Official receiving a written protest and \$25 cash deposit shall forthwith bring the protest to the attention of the Race Marshal, who shall refer it to the Race Jury for a decision.
- d. Neither a musher nor his/her handler shall discuss a protest with spectators, the media, or the general public prior to a decision being made by the Race Jury.
- e. A protest shall be dealt with at a hearing convened by the Race Jury at a time deemed appropriate by the jury. Before making a decision, the Race Jury shall hear from the musher filing the protest, the Race Marshal and/or Assistant Race Marshal, any Race Official involved in the matter being protested, any musher likely to have his/her final

placing affected should the protest succeed, and any other person the Race Jury chooses to hear from. The Race Jury will decide a protest by majority vote.

C. RACE IN PROGRESS

1. CONDUCT

- A musher shall be responsible for the good conduct of himself/herself, his/her handler, and his/her team throughout the race.
- Mushers and handlers shall show respect, common sense, politeness, and good sportsmanship in all their dealing with other mushers, handlers, race personnel, and the general public. If the Race Marshal determines that a musher, handler, or team, at any time in the race area or on the trail, behaves in a way that is detrimental to the race or the sport, he may disqualify that team.
- The Canadian Challenge is run mostly on provincially owned land, and partly on snowmobile trails, so mushers are asked to conduct themselves in an appropriate manner at all times, and not demand “rights” to the trail.

2. PENALTIES

- Failure to adhere to the published rules may result in a warning or a penalty to be determined by the Race Marshal, or in disqualification imposed by the Race Jury.
- A penalty imposed by the Race Marshal may be a time penalty or a monetary fine.
- A time penalty may, at the discretion of the Race Marshal, be imposed by adding time to a musher’s mandatory layover time, or by adding time to a musher’s final finish time. This can affect the finishing place of a team.
- A monetary fine that is not paid by a musher before the purse pay-out shall be deducted from the musher’s winnings. If a musher leaves any fine outstanding, he or she will not be allowed to enter any future Canadian Challenge race until the arrears are paid in full to the Race Committee.
- If the Race Marshal determines that the behaviour of a musher, his/her handler, or his/her team is detrimental to the race or the sport of dog mushing, whether or not that behaviour is in breach of the published rules, he or she may recommend to the Race Jury that the musher be disqualified. The Race Jury shall then deal with the matter as set out in Rule B-3c.
- A disqualified musher will forfeit all entry fees, placements, or monetary values.

3. START/FINISH

- **Start positions:** The starting positions for the race shall be picked by the mushers in order of receipt of their entries. The first entry received gets the first choice, the second gets the second choice, etc. The musher of each team shall pick his/her starting position at the Musher’s Meeting on the day prior to the race.
- **Bibs:** Each musher and handler are required to wear his/her assigned bib at the start and finish. At all other times, bibs must be prominently displayed.
- **Start:** All mushers, handlers, and team trucks of all races must be in the starting area and available to the public 1.5 hours before the start of the race. All mushers, handlers and team trucks of 8 dog race start in 969 must be in the starting area 30 minutes before the start of the race. The penalty for being late will be to start in the last position.

- **Loss of position:** Teams must be ready to move up to the start line when notified of their turn. If your team is not ready to move to the start line in the order drawn, you will start after the musher who drew the last starting position has left, and a one-hour penalty will be added to your time. A team that cannot leave the start line within 10 minutes of the last team's departure will be disqualified.
- **Finish:** All race money-winners must finish the entire race. The nose of the lead dog crossing the finish line will constitute a team's official finish. If a musher is not with a team when it finishes, the finish time will be officially recorded when the musher crosses the line after the team.
- **No Man's Land:** No calling of trail is permitted in the section called No Man's Land, usually about 1.6km/1 mile from the finish line. This section of the trial will be announced at the Musher's Meeting.

4. OUTSIDE ASSISTANCE

- Mushers and teams may receive no outside assistance, with the following exceptions:
 - i. Mushers may assist each other in appropriate ways in an emergency.
 - ii. Race Officials may give or allow assistance where required, at the Race Marshal's discretion.
 - iii. ONLY the designated handler (one per team), wearing a handler bib, may assist the musher at the start, at all assisted checkpoints, and at the finish. Race personnel will be allowed to assist in getting teams to the race start line. The handler may only assist after the musher has officially signed into the checkpoint and until he has signed out. No assistance from the truck driver, if separate from the handler, will be allowed.
 - iv. Replacement of equipment broken or lost between checkpoints must be arranged through, and directed by, the Race Marshal. The musher must send word to the Race Marshal, who will arrange to contact the handler to transport a replacement to the musher.
- Mushers may not arrange for any person or persons to instruct them between checkpoints. Request for direction along the way is acceptable.
- Participants' dog trucks must travel directly from one checkpoint to the next at reasonable highway speed. Any contact between musher and handler between checkpoints, unless directed by the Race Marshal, will result in disqualification.
- Pacing of any kind is prohibited.
- Cell/satellite phones are permitted. A GPS unit may be carried to help the musher assess his/her progress.
- Qualifiers may receive no outside assistance, including access to team truck(s), with the following exceptions:
 - i. ONLY the designated handler (one per team), wearing a handler bib, may assist that musher at the start and finish. A handler may also assist the musher in positioning the team in a checkpoint for the purposes of bedding down dogs, or exiting dog bedding area.
 - ii.

5. MANAGEMENT & HANDLING OF DOGS

- **Cruelty:** Cruel and inhumane treatment of dogs by any musher or handler is strictly prohibited and may be penalized by disqualification.
- No whips, jinglers, or sticks are allowed.
- **Boxing of dogs:**
 - i. Mushers will be allowed to box their dogs at all official checkpoints except 969 Wilderness checkpoint.
 - ii. Qualifiers will not be permitted to box their dogs.
- **Expired dogs**
 - i. A team dog that expires on the trail must be taken to the next checkpoint, or the checkpoint just left if the musher deems it to his/her advantage timewise.
 - ii. Expired dogs must be completely covered when being carried on the sled.
 - iii. A post-mortem will be performed on all expired dogs by a board-certified pathologist at the cost of the musher.
 - iv. The incident will not be discussed with the public or the media until the Race Marshal gives an official release to the media.
- **Hauling dogs:**
 - i. A musher may not allow any of his/her dogs to be hauled by another team.
 - ii. A musher's dogs must be hauled in a humane manner in his/her own sled.
- **Care & Control:** All dogs, including dropped dogs and extra dogs on the truck belonging to the team, must be under the complete care and control of the handler and musher at all times. It is their responsibility to catch any loose dogs.

6. CHECKPOINTS

- **Official Checkpoints:**
 - 10-Dog, 200-mile Race/Qualifier: Elk Ridge Start – Weyakwin – 969 Wilderness - La Ronge – Missinipe Finish.
 - 10-Dog, 300 Qualifier: Elk Ridge Start – Weyakwin – 969 Wilderness – La Ronge – Missinipe – Stanley Mission (not an official checkpoint) – La Ronge – Missinipe Finish.
 - 8-Dog, 100-mile Race: 969 Start – La Ronge Re-Start – Missinipe Finish.
 - 6-Dog, 50-mile Race: La Ronge Start – Missinipe Finish.
- **Drop Bags:** Only 10-dog mushers who are running the race as a qualifier for the Iditarod/ Yukon Quest will be able to send out drop bags to each (see Qualifier Rules) official checkpoint. Mushers that are not running the Canadian Challenge as an official qualifier will only be able to send out drop bags to 969 Wilderness Checkpoint. Drop bags must be dropped off prior to the race start at the start line. Maximum 40lbs per drop bag.
- **Straw:** maximum of 1 bale of straw will be made available at all Checkpoints for each 10-dog musher competing as a Qualifier. Maximum of 1 bale of straw will be made available at wilderness checkpoints for all 10-dog mushers, ex. 969 Checkpoint.
- **Sign in/out:** Each musher must personally sign in and out of each checkpoint. If no time is to be spent at the checkpoint, both can be done upon checking in. Handler assistance will be allowed within the checkpoint boundaries to keep a team under full control. Upon signing out, a team has 45 minutes to leave a checkpoint. A 30-minute penalty will be assessed if a team fails to leave the checkpoint 45 minutes after signing out.
- **Dogs in bag:** Each musher is responsible for reporting to the checkpoint checker any

dogs in the bag.

- **Equipment check:** Mandatory equipment must be available to be checked at any checkpoint when checking in and when checking out of a checkpoint.
- **Accommodations:** Parking space and space for bedding down dogs are on a first-come, first-served basis. Checkpoint officials will show you the designated areas for parking teams. Remember 969 Wilderness Checkpoint is inaccessible for handlers.
- **Behaviour:** Boisterous behaviour on the part of any musher or handler around other resting teams, or any other interference, is strictly prohibited.
- **Food and water:** The musher is responsible for supplying food and water for himself/herself and his/her dogs throughout the entire race.
- **Layovers: The musher or handler must remain at the checkpoint with the dogs.**
- The **time in the checkpoint** is counted from the arrival (sign-in) time until you sign out, whether or not you leave.
- **Start Time Adjustment:**
The start time difference will be adjusted at the following checkpoints:
10-Dog Race: La Ronge
8-Dog Race: The finish line
6-Dog Open Race: The finish line
- **Checkpoint closure: The Checkpoint Chief & Race marshal may decide to close a checkpoint at any time. The checkpoint will be staffed for 2 hours after the last musher has departed.**
- **Mandatory Layovers:**
 - i. **10-dog 200 mile race:** There will be a total of 14 hours of mandatory rest in checkpoints. 8 hours at La Ronge, plus 6 hours to be taken at Weyakwin or 969, or a combination of both.
 - ii. **10-dog 300 mile race:** There will be a total of 22 hours of mandatory rest in checkpoints. 8 hours in La Ronge (each visit), plus 6 hours to be taken at Weyakwin or 969, or a combination of both.
 - iii. It is the musher's responsibility to make sure the required mandatory rest is taken. If you arrive at the finish and officials find you are short on your mandatory rest, you will be penalized 60 minutes plus the rest time missed.
- **Mandatory Vet Checks:**
 - i. For the **10-dog 200 mile race**, there will be one mandatory vet check during the race, in the **La Ronge checkpoint**. It is the musher's responsibility to make sure this check is done.
 - ii. For the **10-dog 300 mile race**, there will be two mandatory vet checks during the race, in the **La Ronge checkpoint** (each visit). It is the musher's responsibility to make sure these checks are done.
 - iii. At any time during the race, race marshals and/or veterinarians may request a partial/full vet check at any checkpoint or on the trail if he/she has reasonable doubt that the team can continue in a safe manner.
- **Clean-up:** The handler must clean up his parking area at all checkpoints. After it is clean, and before leaving the site, he/she must get an official to sign a form to the effect that clean-up was done properly. A \$50 CAD penalty will be assessed against a team whose handler and truck leave a checkpoint without official approval.

- **Returning dogs:** A musher may return to a checkpoint with his/her team without penalty.
- 7. RUNNING THE COURSE**
- **Garbage:** Please do not dispose of booties or other refuse on or along the trail. Carry them to the next checkpoint and dispose of them there. Littering will result in a 30-minute penalty.
 - **Safety and Road Crossings:**
 - i. The musher is responsible for checking for traffic at road crossings. Race Officials will attempt to secure these crossings; however, towards the end of a race, when team crossings may be spread over several hours, it is likely that some crossings will be unattended.
 - ii. Use your headlamp to signal snow machines during night travel. Night travel will be more challenging, so be cautious.
 - **Passing:**
 - i. When overtaking another team, the musher shall call “trail”. The overtaken team must relinquish the trail and assist the passing team if necessary. The overtaken team shall not attempt to pass for 15 minutes unless the other team is stopped.
 - ii. When neither of two or more teams is able to pull away from the other, the mushers shall mutually decide on the appropriate team to lead out. In no way is the passing rule designed to assist a team in “manipulating” its way into a desirable trail position.
 - iii. If the passing team has a tangle during the pass, the team being passed must wait for the passing team to get straight and moving again.
 - iv. If ski poles are being used, they must be put away within 100 yards of another team in front or behind.
 - **Cut-off times:** To ensure the safe conduct of the race, and to limit the responsibility of checkers and other volunteers, the races will have official finish times.

All Races will officially finish at **11:59 pm, Friday, Feb. 24, 2023**. Any team still on the trail as of that time will be disqualified.

The Race Marshal may, at his discretion, extend the cut-off time for just cause, or disqualify a team that will not make the finish line within the allotted time.

- **Competitiveness**
 - i. A team may be withdrawn that is out of the competition and is not in a position to make a valid effort to compete. The Race Marshall may consider, but is not limited to, weather, trail conditions and the overall pace of the Race when invoking this rule. A musher whose conduct constitutes an unreasonable risk of harm to him/her, dogs, or other persons may also be withdrawn.
- **Lost team:**
 - i. In the case of a lost team, the team will not be disqualified if the musher regains control of the team, provided that the team and musher complete the entire race trail and comply with the rules, including checkpoint requirements.
 - ii. Mushers may receive assistance from another contestant in recovering their team. It is the intent of the rule that all teams follow the trail as marked.
 - iii. If a musher accepts a ride from a motorized vehicle to recover a lost team, he or she shall report the matter to the Race Marshal at the earliest opportunity. Failure

to so report may result in disqualification. Upon receiving such a report, the Race Marshal shall decide if any penalty should be imposed.

- **Forfeiting Qualifier Status:**

A Musher may decide at any time to forfeit his/her qualifier status. This will allow the musher to access outside assistance, equipment and access to checkpoints as described in the Rules for non-qualifying racers. However, the Canadian Challenge Organization is not responsible for providing extra straw and/or drop bags at any checkpoints. This will become the responsibility of the handler.

8. EXTENUATING CIRCUMSTANCES

- The race will continue under all but the most severe trail and weather conditions. Mushers must come prepared to run in cold, wind or storm, in varying snow conditions and over bare ground sections if necessary.
- In the event of questionable trail conditions or extenuating circumstances, the Race Committee reserves the right to:
 - i. Reroute parts of the race, or
 - ii. Postpone the race
 - iii. Shorten the race
 - iv. Cancel the race