

Sheep Mountain 150

Race Rules

Pre-Race Rules:

1. Entries will not be accepted until October 1, 2007. Entry fee is \$200 if received by December 1, 2007; otherwise the fee is \$250. Fee is to be paid in US funds and is non-refundable except in the case of race cancellation.
2. All mushers must be in good standing with the Sheep Mountain 150 race organization. Mushers are expected to have read and understand all race rules. Ignorance is no excuse.
3. Race field is limited to the first 50 mushers officially signed up. Entry is considered official when application is received, all required information is submitted and entry fee is paid in full. The preferred method of entry is via fax with credit card payment. A waitlist will be started in case entries exceed 50. Entry refunds will be given to waitlisted entrants not allowed to compete on race day due to a full field of 50 teams.
4. A MANDATORY drivers meeting will be held at 10:45am race day at the Sheep Mountain Lodge. Drivers who are not present at the mandatory meeting will forfeit their entry to the first entry on the waitlist. No refunds will be given in this case.
5. The start order will be assigned based on the order of official sign-ups. Bib #1 will be for the first official entry received, # 2 for the second and so on.
6. A lunch/dinner and a brief awards presentation will be scheduled Sunday at the Sheep Mountain Lodge approximately 4 hours after the first musher finishes. Dinner is included in the entry fee for each musher and one guest. Attendance is mandatory for mushers to collect race winnings and prizes.
7. Prizes will be given for veterinary care and sportsmanship. Anticipated purse based on a full field: 1st: \$1750, 2nd: \$1250, 3rd: \$750, 4th: \$500, 5th: \$200.
8. All food, gear, fuel and supplies shall be carried by the musher in their sled from the start of the race. No additions may be made once the musher has left the start line. There are no food or fuel drops.
9. One bale of straw will be provided by the race committee at the Eureka Checkpoint for each team entered. Teams will be parked in the same spot for both Eureka layovers.
10. All dogs must have current rabies and distemper/parvo vaccinations. Proof shall be made available on race day.

Race Rules:

1. The race begins at Sheep Mountain Lodge at noon, December 15, 2007.
2. The race will be approximately 150 miles consisting of three legs of approximately 50 miles each. Two mandatory layovers of at least 5 hours each shall be taken by all mushers while at Eureka Lodge.
3. Mushers will start in 2-minute intervals, with the start-time difference to be made up at the first Eureka layover by all mushers. Any driver who cannot leave the starting line on time will be started after the scheduled departure time of the final team. The original start time shall be used for overall race time. All teams must start no later than 2pm.

4. Mushers are required to carry the following gear with them at all times:
 1. Cold weather sleeping bag
 2. Hand ax with overall length of 22 inches
 3. One pair of snowshoes with bindings covering at least 250 sq inches
 4. Three gallon capacity cooker and cooking gear
 5. Adequate supply of food for dogs and musher
 6. Eight booties for each dog upon departure of each checkpoint
(4 of those booties may be on dog at time of departure)
5. Only one driver per team is allowed. Mushers under age 18 allowed only with pre-approval by race director.
6. Drivers may not accept help in the care and feeding of their dogs anytime during the race. Drivers must carry all of their supplies including food, fuel, water and straw. Racers may accept outside hospitality limited to common food, drink and lodging while at Eureka Lodge. Handlers may assist with parking and departures within the Eureka Checkpoint. This assistance shall be limited to sled riding/braking and holding dogs while the musher prepares to park/depart.
7. It is expected that drivers are self sufficient in the proper care of themselves and their dog teams. In extreme cases where the health and/or safety of drivers, dogs, officials, or others may be in jeopardy, outside assistance will be permitted. Drivers may accept outside help, including motorized assistance, to recover a lost or unmanageable team. Such assistance shall be reported as soon as possible to a race official. No planned help is allowed.
8. Cold water for dogs will be available for mushers at the Eureka Checkpoint.
9. Litter is not allowed. This includes all non-biodegradable material left along the trail. The one exception is booties thrown by dogs (not by mushers!)
10. Upon departure of the second layover, drivers shall have their Eureka camping spot clear of all race supplies except for leftover straw, dogfood and dog feces. Drivers may deliver unneeded supplies (in excess of mandatory gear) to either their handlers or to race officials (food drop area) for delivery to back to the Sheep Mountain Lodge before the final leg. A dumpster is available at Eureka Lodge for all trash.
11. Any sled repairs shall be performed by the driver. Any sled damaged beyond repair may be replaced at the Eureka checkpoint with the approval of a race official.
12. Teams may not be lead or paced by motorized vehicles.
13. Drivers must not tamper with other musher's dogs, food or gear.
14. Drivers shall not block the trail and/or checkpoint common areas with their sled, dogs, straw or gear.
15. When any team approaches to within 50 feet of another team, the team behind has the immediate right of way upon demand. The racer ahead must slow and/or stop their dogs and hold them to the best of their ability for a maximum of 1 minute or until the other team has passed, whichever occurs first. The passing rule does not apply to No Man's Land, which will be marked approximately 1/2 mile from the finish.
16. Ski poles may not be used within 100 yards of another team or the checkpoint/finish areas.
17. Drivers will be required to verbally identify their official name and bib number upon entry and exit of the checkpoints and finish. Drivers may be required to sign in and out of the checkpoints.
18. All teams must follow the course as marked.
19. The race director may assess time and/or monetary penalties for violation of any rules or unsportsmanlike behavior.

20. Drivers must start the race with at least 8 dogs and no more than 12 dogs. No additions or substitutions are allowed once the race has started. Dog teams will be photographed at the race start, checkpoints and finish for verification. At least 6 dogs in harness will be required to finish.
21. Drivers have up to 1 hour after their finish at Sheep Mountain to file any grievances.
22. Drivers shall make a valid effort to complete the course within a reasonable time. The race organization may discontinue race support after midnight Sunday night.
23. Drivers are expected to be courteous and respectful to fellow drivers, race officials, volunteers, media and race spectators. Most of the race is on public trails that are shared with other users – mushers may not demand the trail from non-race users.
24. The race director has the final authority regarding interpretation of race rules, warnings, fines or penalties levied, and withdrawal or disqualification of teams.

Dog Care:

1. The mistreatment of dogs will be cause for immediate disqualification.
2. Whips are not permitted.
3. Dogs may be dropped at the Eureka checkpoint only. Drivers and their handlers are responsible for their own dropped dogs. Dogs are considered dropped once they are handed over to your handler or assistant. Any dog that has been under the care of anyone except the driver or race officials shall be considered dropped and is not allowed to proceed in the team. Mushers do not need to report dropped dogs to race officials.
4. Drivers will have the means to safely carry sick or injured dogs in the sled. Dogs may not run free or be led from behind.
5. No injectable drugs may be used on race dogs. Oral or topical drugs that suppress the signs of injury or illness may not be used on race dogs. No drugs or artificial means may be used to drive the dogs beyond their natural ability.
6. Any dog that expires during the race, for any reason, will be loaded and covered in the sled and taken to the next checkpoint or the checkpoint just passed and submitted to a race official. The driver will be given an additional mandatory 2-hour layover. An investigation as to the cause of any expired dog death will be immediately initiated during the additional mandatory layover by the race director. If the driver is found responsible for the dogs death due to any form of negligence or misconduct, the driver shall be immediately disqualified. If the cause of the dogs death is found to be outside of the drivers control, the driver may choose to withdraw or continue the race in good standing with two hours subtracted from their official finish time.
7. All dogs are subject to veterinary checks prior to, during or up to one hour after the race. Race officials and veterinarians will work with the mushers to help determine which dogs are fit to continue the race and which dogs should be dropped. The final decision on whether a dog may race or continue shall belong the musher. The musher shall take full responsibility for the care and well being of their dog team.
8. Drivers will be responsible for veterinary fees incurred by an injured, sick or expired dog.