

RULES AND MANDATORY EQUIPMENT

Updated: 2018-02-22

The race is judged according to the Long Distance Rules (LR) of the Norwegian Sled Dog Racing Association (NHF), and the special rules applying to Pasvik Trail. All mushers must have read and acknowledged the rules. The LR can be obtained from NHF at www.sleddog.no Pasvik Trail has in addition to LR established the following rules and policies that will apply to the race. From 2014 the mandatory rest is 12 hours.

Policy

Open class and 8-dog class Pasvik Trail will be open for all dog mushers. Open class has no upper limit* but there has to be minimum of 9 dogs at the starting line. At the finish line an open class team must have a minimum of 6 dogs. An 8-dog class team will have a limit on 8 dogs or a minimum of 6 at the starting line and a minimum of 5 dogs at the finish line.

*The board of Pasvik Trail can limit the number of dogs in open class because of weather/snow conditions.

Rules

#1. Dogs: Every dog participating in Pasvik Trail has to be micro chipped.

#2. Start: Pasvik Trail practices open start windows for all classes. That is, each class have 2 minutes per start + 15 minutes in its starting window. The person who starts after the class start window is closed will receive the overtime spent + 3 minutes in penalty. Open class starts first, and then 8 teams and possibly other classes are sent consecutively. It is allowed to change the class until the start.

A change of class can be made right up until the start, at the organisers discretion.

Mandatory rest plus time alignment will be made at the last checkpoint before the finish line.

#3. Promotional material: Participants can be made to display sponsors' advertisements either on their clothing or their sled and dogs, according to Pasvik Trail request.

#4. Public roads: Mushers are not allowed to use public roads on any part of the trail except where Pasvik Trail has marked the trail to follow roads. Information will be given at the mushers meeting.

#5. Checkpoints: Mushers must personally sign in and out at checkpoint Vaggatem and Neiden. **No help is allowed with the team at the checkpoints from handlers (except see #11)**

#6. Mandatory Rest:

Both classes have a 12-hour resting pot which is to be taken out in whole minutes at Vaggatem and/or at Neiden. Time alignment will be adjusted at the last checkpoint before finish line.

#7. Food drops. Vaggatem and Neiden.

#8. Food drop bags: Depot sacks can be delivered by handlers on both checkpoints. All depot sacks **MUST** be marked with the musher's name, and are to be placed where instructed on arrival. Depot sacks may be checked by the TD, race leader or checkpoint official.

Depot sacks can only contain: Dog Food, Snow Hooks, Dog Blankets, Batteries, Dog Booties, Wrist Warmers, Foot and Leg Ointments for Dogs, Sled Runner Plastic and Fuel for the cooker.

Regarding the transport of depot bags and handlers to Vaggatem: At the mushers meeting you will be encouraged to travel in fewer vehicles, as there is limited parking and bad road conditions to Vaggetem, FV885.

#9 Care of dogs: All dog care must only be carried out by the musher, in the designated holding area of the checkpoint. Only cold water from a designated source at the checkpoint can be brought to the sled for feeding dogs. Mushers are not allowed to bring their coolers out of the holding area. **Only the musher is allowed to prepare the dog food.**

#10 Help/Assistance: No outside help is allowed to be given to teams at a checkpoint. The only assistance allowed at the organisers discretion by a TD, Race Judge or Checkpoint Official; is handling of the team in and out of a checkpoint.

#11 Dogs/Checkpoints: At a checkpoint dogs are not allowed in houses, dog boxes, vehicles or anything similar; except for a medical examination or treatment by race veterinarians. Mushers and dogs can use their own tent that has been carried in the sled from the start. **Each dog is to be secured to the gangline by a cable and metal clip whilst in a checkpoint (plastic clips are not allowed due to the amount of loose dogs on checkpoints).**

#12. Dead dog: If a dog dies between two checkpoints, the dog has to be carried in the sled and be properly covered up when arriving to either the last or next checkpoint. After signing in, the musher must, as fast as possible, notify the TD, Race Marshal or Race Veterinarian about what has happened. The musher is not allowed to continue the race unless permission is given by the TD, Race Marshal or Race Veterinarian. The musher may be disqualified if an inspection of the dog reveals the death could be attributed to mistreatment from the musher. The musher may also be disqualified, if at a former checkpoint, they had received an instruction in writing from the race officials to leave the dog behind. The musher may also be disqualified if the death is due to dehydration or hypothermia. The finish line is also considered a checkpoint in such cases. If an autopsy is needed the musher will not be charged.

#13. Dropped dogs: Dogs can be dropped at any of the checkpoints. Intention to drop a dog must be given to the Race Officials at the checkpoint. Any dropped dog must be left with 2 pounds of dog food, unless the dog can be handed over immediately by the musher, to their handler.

#14. Outside assistance: Any outside assistance at a checkpoint not according to the rules, can result in disqualification of the musher.

#15. Harness and Cables: Wire cable must be used in the gangline. The team should be adequately secured in front of the lead dogs using an efficient front anchor connected to the gangline at checkpoints.

#16 A: The sledge cover is required to have ventilation measuring a minimum of 600 cm², when closed.

#16 B: Change of sled: If a sled is damaged beyond repair, it may be replaced. This would be on request and approval by a TD, Race Marshal, or Race Official. The sled to exchange **MUST** be exchanged empty and replaced with another empty sled up to twice in the race.

#17 No mans land is marked and mushers will be informed of the location, at the mushers meeting.

#18 MANDATORY EQUIPMENT

At all times, each musher **MUST** have with them the following mandatory items either on their person or inside the sled. Random checks of equipment may be made at any checkpoint and out on the race trail.

Mandatory items that are lost or damaged may be replaced from the depot bag or from the mushers support team if requested and approved by a TD, Race Marshal or Checkpoint Official. (See **#8** for a full list of approved items that can be replaced as necessary from the depot bag or from the support team.)

- Magnetic Compass and Paper Maps covering the entire race, marked with the trail. (A map with the marked trail can be purchased at the mushers' meeting).
- Functional snow shovel.
- Extreme Winter Sleeping Bag (That can withstand temperatures of -30C and **MUST** weigh a minimum 2000 grams)
- Extreme Winter Survival Bag or ordinary Survival Bag and a tent.
- Water cooker with capacity for ½ litre water per dog in the team. And adequate red spirit to heat enough water for all the dogs you have in the team.
- Waterproof sack (Large enough to carry a dog)
- Extra Winter Clothing (Full length base and outer layers (trousers, jacket and winter boots for outdoor use).
- First aid equipment (Musher and Dog).
- Axe or long knife.

- Head torch and batteries. (Plus reserves)
- 4 booties per dog (either in the sled or in use).
- Matches (To be carried in a waterproof bag on the musher at all times)
- Light Stick or Signal Pen that can be used in an emergency, so the race organisers can find your location. (To be carried in a waterproof bag on the musher at all times and must be in date)
- Musher emergency food for 24 hours. (Minimum 500g)
- Emergency food 500g per dog, sealed by a Race Official and which should, under normal circumstances, arrive unused at the finish line.
- Wire or chain for use of dropped dogs, minimum 40cm long. Gangline or necklines with wire core can also be used. These items must have a metal clip (plastic is not allowed as it is not secure).

The Pasvik trail also goes through some "reindeer territory". Dog teams must be under total control and never be let loose from the team during the race. Mushers with a lost/loose dog, will not be permitted to continue the race, before the dog is under control

- Protests, in writing, must be given to race officials no later than 60 min after last team has crossed the finish line. A fee of: NOK 200, - must follow the protest.
- A dog in sled when arriving a checkpoint is considered in the team unless the musher wants to drop the dog.
- A musher scratching from the race has to report to Pasvik Trail as soon as possible and undergo a compulsory veterinarian check.

Before the mandatory mushers meeting the mushers must deliver to The Race office:

- Chip list with names of the dogs used in the race (two copies)