

2010 Lincoln/Seeley Lake 200 Race Rules

The 2010, Lincoln/Seeley Lake 200 will be an Iditarod qualifying race. It will start in Lincoln, continue to Seeley Lake and return to the Lincoln for the finish. This race is under the direction of M.U.T.T. (Mushers for Unified Trail Travel). Entrants in the 2010 race are encouraged to prepare themselves and their team for potentially hazardous trail and weather conditions. Montana is subject to high winds that may cause blowing, drifting and blinding snow. Extremely low or high temperatures resulting in severe snowstorms or heavy rainfall during the month of January are not uncommon. Mushers must expect to race in temperatures ranging from -35 (F) to +50 (F). Artic style cold weather and rain gear may be needed. The trail will be extensively marked and the progress of the mushers will be monitored as closely as possible depending upon the weather conditions. Extreme weather may prevent volunteers or race officials from immediately helping a lost or injured musher so prepare accordingly. **Check the web site for updates regarding the race trail, race updates or changes.**

SECTION I - ENTRY, MEETINGS, STARTING POSITIONS

1. The race begins in Lincoln on Friday, January 15, 2010. Check points are about 50 miles apart. The first check point is at the Whitetail Ranch. Drop bags won't be transported to this check point so mushers will be expected to carry what is needed for the first 100 miles to the Seeley Lake area checkpoint. Three or four drop bags will be transported by the race committee to the mandatory stay check point in the Seeley Lake area.
2. The entry fee is \$325.00 which includes a \$25 non-refundable processing fee. The signed application, the signed Release of Liability form and the entry fee must be postmarked or received by midnight January 8, 2010 to be officially entered. Applications received after that date and just prior to the musher meeting will be assessed a \$200.00 late fee. Entrants who do not contact race officials to withdraw prior to January 1, 2010 or fail to show at the start of the race will forfeit the entire entry fee. Withdrawals after January 8, 2010 will forfeit the entry fee. Generally speaking, a withdrawal will be approved in the case of a death or serious injury or illness of a musher or musher's immediate family member or sick dogs as verified by a Veterinarian's written statement. When the **20 team limit** has been reached a waiting list will be established on a first come first served basis. This will be determined by the date of the postmark or hand delivery and ties will be broken using the alphabetical first letter of the last name of the musher. To qualify for the waiting list, the race application must be completed, signed and turned in. The entrant's release must be signed, and turned in with a one-hundred dollar (\$100.00) fee that will be refunded if the entrant is not entered in the race by the committee.

If an entrant withdraws from the list of twenty (20) entrants, the name at the top of the waiting list will be moved up to the entry list, upon receipt of the entry fee in full. The slot will be held open for no more than seven (7) days after notification, before it will be offered to the next name on the waiting list.

3. Teams may enter in the name of the owner, sponsor, or musher or any other name the entrant chooses. The musher must be designated at the time of entry. A substitute musher may replace the designated musher at any time before the musher meeting. Substitution after the musher meeting is subject to the Race Marshall's approval.
4. Mushers under the age of 18 may enter the race by receiving special written permission from the Race Committee. Letters or personal presentation of each case must be received or heard by the Race Committee prior to January 8, 2010. A parent/guardian will be required to complete the Release of Liability form on behalf of the minor entered in the race.
5. Each musher must be present at the Vet Check and musher's meeting scheduled on Friday, January 15th.
6. Mushers must show proof that the dogs in his/her team have been vaccinated for Rabies.
7. Mushers must attend the post race banquet and musher's meeting which will be held January 17th.
8. Mushers will choose their starting positions at the mushers meeting based their order of entry. The committee will log the date and time mailed entries are received. On site entries will be added to the list as their application is received and processed.
9. Mushers will be assigned a bib and/or banner. The bib and/or banner must be displayed on the musher or sled in a manner that is clearly visible to officials throughout the race. Mushers must return the race bib and/or banner to the Race Committee at the end of the race or forfeit the \$35.00 deposit that will be collected at the musher meeting.
10. The race officials include the Race Marshall, the Race Veterinarian, and Race Judges. All officials will be identified to the mushers at the pre-race meeting.
11. Purse money or merchandise will be awarded for this race. The purse and the number of places that will be awarded cash or merchandise will be announced prior to the race.

SECTION II – DOGS, VET CHECKS, DRUGS

1. Mushers must begin the race with no more than 12 dogs and no fewer than 8 dogs, and must complete the race with no fewer than 6 dogs. At no time may a team travel with less than 6 dogs in harness and attached to the gang line.

2. Any dog dropped before or during the race will be marked out and cannot be reentered or substituted.
3. All dogs are subject to veterinary checks at any time prior to, during, and after the race. Dogs not fit to begin or continue the race may be removed from the race at the discretion of the Race Veterinarian. The Race Veterinarian may also require a musher to delay his/her team at a check point if the veterinarian believes dogs in the team require additional rest.
4. No injectable substance and no oral or topical drug of any kind which may suppress or disguise the signs of illness or injury in the dog may be carried in the sled or used on dogs by the musher.
5. Race Veterinarians have the authority to collect blood or urine at any time prior to, during or after the race.
6. Administration of any drug shall be done only with the prior knowledge and consent of the Race Veterinarian.
7. Unsafe or inhumane treatment of dogs is strictly forbidden. Whips may not be carried or used during this race.
8. Knowingly bringing sick dogs to a race is prohibited.

SECTION III – EQUIPMENT

1. Each musher must carry as required equipment, at all times, the following:
 - a. a sleeping bag (winter or arctic weight);
 - b. 2 headlamps and adequate batteries;
 - c. ax;
 - d. First Aid kit that contains pressure bandages and tape;
 - e. cable cutter if cable gang line is used;
 - f. 4 dog booties for each dog in the team;
 - g. Leaving each check point each musher must carry one pound of dog food for each dog on the team and one (1) days rations for the musher.
 - h. Cooker, heat source (two (2) bottles of Heet) and a three (3) gallon pot for water;
 - i. knife;
 - j. waterproof matches;
 - k. compass.
2. Mushers must utilize the same sled throughout the race except in the case of a broken sled. Prior to the race no extra sled(s) may be shipped to any of the check points along the trail. In the event of a broken sled, a musher may use whatever means possible to obtain a replacement sled to continue the race. The broken sled must be made available to race officials for examination.
3. No on the trail littering or discarding of equipment or supplies will be allowed. All litter must be properly disposed of at the check points.
4. No GPS units or cell phones are allowed.

SECTION IV – RACE PROCEDURES

COMMON START

1. Mushers must start in the assigned position and time. In addition, mushers must wear a bib or banner provided by the Committee on their back or sled at the starting line and throughout the race including the finish.
2. Teams will leave the starting line at two (2) minute intervals.
3. Any musher not able to start according to his/her starting position will have to do so two (2) minutes after the scheduled last starting musher. Trail time for each team shall begin at its original start time. If a team fails at the second start, the Race Marshall may invoke a time penalty or withdraw the team.
4. Late start teams will leave in a succeeding two (2) minute interval order. Additional time may be allowed at the discretion of the Race Marshall.

RACE COURSE/CHECK POINTS/MANDATORY LAYOVER TIME

1. Mushers must follow the marked and/or broken race trail. Leaving the marked and/or broken race trail for purposes of gaining a competitive advantage over other mushers is not allowed.
2. Check points will be about 50 miles apart.
3. Mushers must register by signing in with the official checker at each designated check point.
4. Mushers must take a four (4) hour mandatory layover at a check point designated by Race Officials. An additional mandatory six (6) hours of layover time is required. Mushers have the discretion to take the six (6) hours at official check points in whatever increments they choose as long as official check in and check out procedures are followed. The layover begins when the musher declares his/her intention to the checker and signs in. The layover ends when the musher signs out. During the four (4) hour mandatory layover, each team is subject to a time adjustment to compensate for the staggered start.

LOST TEAM OR DOGS/DROPPED DOGS

1. Mushers may drop any number of dogs from their team as long as 6 dogs remain in harness and attached to the gang line. Mushers wishing to transport their own dropped dogs are encouraged to do so, but must notify the Race Committee at the race meeting of their intentions. Mushers may not sign in at a check point unless all of the dogs in their team which left the previous check point are present.

Dropped dogs may not be put back in the team. Each dog dropped through the Race Committee must have a cable neckline attached to its collar. The necklines must be no longer than 14 inches and capable of snapping at one end. The Race Committee will arrange transportation to Lincoln for all dropped dogs. Mushers must make arrangements for the prompt pickup and care of dogs returned to Lincoln. The Race Committee accepts no legal responsibility for dropped dogs.

2. Prior to leaving any check point, mushers must declare to the check point official which dog(s) have been dropped.
3. Any musher who becomes separated from his/her team may use whatever means possible to recover the team. In order for a lost team to continue the race if it has left the trail, the team must return to the trail at the point of departure and complete the entire race route. Should the team advance up the trail and later be recovered on the trail, the musher may continue the race without returning to the point where he/she became separated from the team.
4. In the event a dog or dogs are separated from the team (lost) at the starting line or at a check point, the dog(s) must be recovered and in the control of the musher before the musher will be permitted to continue the race. If a dog is separated or lost on the trail, the musher will make every effort to find the dog(s).

The musher may advance or return on the trail to a check point if the dog(s) lost on the trail cannot be found. A musher may not continue the race by designating a lost dog as a dropped dog. The Race Committee and/or volunteers may assist in searching for lost dogs but, are not obligated to take extraordinary efforts to search for lost dogs.

DROP BAGS/FOOD/HOSPITALITY

1. **Three or four** drop bags must be delivered to the Race Committee on Friday, January 15th between 8:00 a.m. and 12:00 p.m. so they can be delivered to the check points. Mushers must provide their own drop bags. Drop bags must be durable (not plastic), clearly have musher identification and not exceed fifty (50) pounds. Mushers must make their own arrangements for the return of equipment left at any check point. Check point volunteers and the Race Committee are not responsible for returning gear or food left at a check point.
2. Mushers may not use food or equipment from any other location along the trail except in an emergency. The use of emergency food or equipment shall be reported to Race Officials at the earliest opportunity.
3. Mushers may accept hospitality at a location where such hospitality is generally available to all mushers. Hospitality includes food and beverages, sleeping quarters, and bathroom facilities. Mushers may not accept hospitality in other locations.

ASSISTANCE

1. Mushers may not accept handler assistance or other help in the care and feeding of their dogs, or in the establishment of their camps, at any point along the trail, including check points. Mushers must obtain their drop bags from a location designated by the checker. All drop bags must be carried or hauled from the designated location by the musher who will use it.
2. Motorized vehicles may not lead or pace teams unless at the direction of the race officials.
3. There will be no loose leaders.
4. All dogs will be in the team or on the sled.

SKIING BEHIND SLEDS

1. Skiing behind the sled is strictly forbidden.

SPORTSMANSHIP & PASSING

1. Mushers must conduct themselves in a sportsmanlike manner at all times. Discussions about these rules or other aspects of the race must be conducted with the race officials at an appropriate time and place. At all race functions, conduct detrimental to the Seeley Lake 200 Race Committee, its sponsors, or its volunteers is subject to penalty.
2. When a team approaches to within 50 feet of another team, the team behind has the immediate right of way to pass upon request. The musher ahead must honor the request of the passing musher. The passing musher may request the musher ahead to slow or stop his/her team. The musher in the lead will slow or stop and hold his/her team to the best of his/her ability for a time until the other team has passed. The passing musher will be allowed to pass and if the musher cannot pass, the musher must wait at least fifteen (15) minutes before attempting to pass again. The musher failing to pass is expected to stay 50 to 100 yards behind the leading musher to avoid slowing or interfering with that team. The passing rule does not apply to No Man's Land, which will be identified at the pre-race meeting.

RULE VIOLATIONS & SANCTIONS

1. Any observed violation of the race rules must be reported to a race official at the nearest check point or within 12 hours of the time that the musher registering the protest crosses the finish line. The decision of the race officials shall be final.
2. Rules violations subject the violator to the following range of penalties:
 - a. Warning (verbal or written)

- b. Censure (public or private)
- c. Fines up to \$500 depending upon the seriousness of the violation.
- d. Time delay
- e. Disqualification
- f. Ineligibility for future races

Penalties a through e may be administered by race officials. Penalty f. may be administered by the Race Committee.

FINISH

1. A team officially finishes the race when the nose of any dog in the team crosses the finish line. In the event the musher is not with the team when it finishes, the finish time will be officially recorded when the musher crosses the line after the team.
2. **In order to officially finish the race a musher's team must cross the finish line in Lincoln by 5:00 P.M. on Sunday, January 17, 2010.**