



Race rules – Amundsen Race

Last Update: 2023-03-01

The race is judged according to the IFSS rules

In order to start in the Amundsen Race one needs to have a valid race license and the dogs should be vaccinated and ID marked (chipped). Musher's with a Swedish racing license also need to have the 'Green Card'.

The sled should be equipped with sufficient brakes, scooter mat, brush bow, TWO snow hooks as well as sled bag. The scooter mat should be of sufficient size to control the team. The scooter mat should be attached to the sled by a stable "tip-up-system".

A quick release hook should be used as extra security at the start of the race.

Note: We will use ATV's to bring you safely from the start area to the start queue.

Note 2: If there are differences in the translation, the English rules prevail!

§ 1 Reindeer

The trail goes partly through reindeer grazing areas. The dogs must therefore be kept under strict control. The musher is liable for damages caused by his/her team to reindeer's. On stretches where reindeer's are present, the drivers needs to be attached to his team/sled with a rope or similar. Participants that are observed with lose dog(s) will be disqualified immediately.

At the Checkpoints it's tighter supervision, which means no musher/handlers are allowed to walk the dogs loose that are picked out of the race/extra dogs in dog cars without dog leash.

§ 2 Team size/class

The race offers two classes:

8-12 dog team. The team should not have more than 12 dogs and not less than 8 at start. At the finish line the team has to have a minimum of 6 dogs.

6- 8 dog team. The team can have max. 8 dogs at start and not less than 6 dogs. At the finish line the team has to have a minimum of 5 dogs.

§ 3 Dog drop

Dogs can be dropped only at the checkpoints Ursvattnet, Norråker and Fjällsikten. The musher is responsible for that the dog is being taken care of by their own handler and the veterinary or race Marshall is informed. It is to be noted in the veterinary hand book.

§ 4 Micro chipping

All dogs participating in the competition have to be micro-chipped.

§ 5 Snow-plowed roads

It is prohibited to follow snow-plowed roads other than the stretches of road decided on by the organizer (marked trail). Information in regard to this is given at the musher meeting.

§ 6 Start

Start interval is 2 minute, unless otherwise determined by the organizer.

Start takes place in two starting groups, 12-dog team and 8-dog team. The time for equalization is valid within each starting group.

The driver is obliged to follow the organizers instructions to get from start area and up to start. The driver can receive help to get the team up to the start from the handlers / functionaries.

Be on time at the start area. So within the specified time frame to drive in.

After this time frame, the start area is closed and you can only start after everyone has left. In this case the time alignment will not be adjusted.

§ 7 Outside assistance

The musher is not allowed to get help of any kind during the race.

§ 8 Assistance at checkpoints

At checkpoints, the musher is allowed to receive help to steer, brake and keep the team when coming in or leaving the marked areas. Such help is only allowed within the marked areas at the checkpoint.

One (1) handler can stand behind the sled to overview the team when resting. It is not allowed to receive any other kind of assistance/help from third parties on checkpoints. This comprehends all tasks with the dog team under layovers/rest periods. Exception: participants in the race are allowed to help each other.

§ 9 Mandatory lay over

Amundsen Race 350 has a total mandatory layover of ten (10) hours + equalization time.

A minimum of four (4) hours layover is mandatory in **Checkpoint Norråker**, for the rest of the mandatory layover the musher is free to split as he/she wishes between checkpoints.

Amundsen Race 180 has a total mandatory layover of six (6) hours + equalization time.

A minimum of four (4) hours layover is mandatory in **Checkpoint Norråker**, for the rest of the mandatory layover the musher is free to split as he/she wishes between checkpoints.

The resting periods have to be taken in full minutes. It is the musher's responsibility to make sure that the whole mandatory layover is taken.

The musher shall **personally** check out of all checkpoints.

§ 10 Time alignment

Time alignment will take place at the first mandatory checkpoint (Norråker). It is the mushers responsibility to ensure that the start time difference is aligned.

§ 11 Checkpoints

The checkpoints are to be considered as control posts in the race. The participant has to personally sign in/out from checkpoints to continue the race.

The musher has to carry the bib number when arriving at and leaving the checkpoint. Both musher and handler have to carry their bib number while they are in the stake out area.

Checkpoints are provided with a depot (**NOT** Wilderness Checkpoints). Free access to water and straw.

It is the musher's responsibility that the handler cleans up after the team and the straw when the team has left the checkpoint. Equipment and trash bags are provided by the organizer.

§ 12 Last time out

The last time to pass the checkpoint Norråker is **Sunday 26 February at 04.00**. The team must have left the checkpoint by this time. Teams that leave the checkpoint after this time are suspended from the race. The closing time can be extended by the race jury.

§ 13 Depot

There are depots at checkpoints Fjällsikten and Norråker. Depot bags should be marked with the musher's name and bib number and put in the marked area.

Replacement sleds may not be taken out from the depot and in to the staging area other than when for the purpose of changing the sled in front of the team. Empty sled may be replaced with empty sled once and should be reported to the race judge or race Marshall or checkpoint manager.

Handler is not allowed to put warm water or prepare/mix dog food to leave in depot for the team. The cooler bags is not allowed to contain prepare/mix dog food when musher takes it to the team.

The musher must bring everything taken out from the depot to the staging area. The same goes for equipment and potential waste going from the staging area back to the depot.

It's allowed for the musher to leave the depot bag packed and closed at the staging pole when leaving the checkpoint 2. It's NOT allowed for the handler to put gear etc. in the depot bag when it's placed by the pole. Placing stuff in the depot bag must always happen in the marked depot area.

Depot bags are not being transported by the organizer. It is up to each musher to get the depot bag transported to the depot place at each checkpoint

§ 14 Mandatory gear

Mentioned here is the mandatory equipment which should be carried in the sled during the whole race. It is required that all equipment is functional in order to be approved. The equipment will be checked before start, at checkpoints and at the finish.

- Two (2) snow hooks.
- GPS with Digital Map (Example: **Garmin Topo Sverige v6 Pro** (more detail) or **garmin.opentopomap.org** (free)) with the route recorded on it. (the Route/Tracks can be downloaded from the AR webpages shortly before race start) .
- Veterinarian handbook (distributed upon check in)
- Water cooker, pot and fuel capable of heating a minimum of ½ liter per dog. To be carried in the sled for the entire race.
- Matches and enough red spirit or ignition spirits (at least 1 liter). Matches should be in waterproof packaging.
- Magnetic compass
- Snow shovel
- Axe or long knife (min. 20 cm. blade)
- Winter sleeping bag for extreme conditions – suited for minimum -25C
- Extreme Wind bag. **Minimum Weight is 1200 grams.**
- Or alternatively to extreme wind bag: Tent and regular windbag
- Extreme winter clothing (w / reflectors that are clearly visible in the dark, front and back)
- Extra set of clothing (under and outer clothes, socks and footwear).
- First aid equipment for both driver and dogs.
- Big garbage bags.
- Two light sticks with minimum 6 hours of light or 2 signal pens. **To be carried in pocket on person, not in the sled!**
- 8 booties/dog from each checkpoint, including those in use.
- Reserve dog food, 500 grams per dog in the team at start. This food is to be packed, sealed and carried to the finish unopened, regardless the number of dogs dropped in the race.
- The musher has to have food for min. 24 hours to him/herself. Must consist of at least 500 grams. This has to be carried over the finish.

Clarification regarding the size of the sled: sled and sled bag must be of such a size that it can be a place for a tired / injured dog. The dog must be transported in a safe and secure manner during the period of the stay in sled bag.

Mandatory gear that is lost or damaged can be taken/replaced from the depot bag. Any replacement of mandatory gear must first be approved by a judge/race marshal/checkpoint official. Sleds can only be replaced once during the race. (Used dog booties, headlamp/batteries, rubbish sack and fuel for the water cooker/primus are excepted from this rule and can if so desired be replaced from depot).

§ 15 Reflective marking

The sled must have reflective markings (minimum 10 cm) on both sides of the handle bar, which should be clearly visible in the dark. There should be reflective markings on the collar of the lead dog (s) or on the neckline between the lead dogs. The musher must at all times also have reflective markings on the front and back of jacket.

§ 16 Veterinary handbook

At the registration every participant will receive a veterinary handbook. This shall be handled to the veterinarian at the checkpoint in connection with the veterinary checks.

At the finish line, the veterinary handbook shall be returned to the vet checking the team.

It is each participant's responsibility that the veterinary handbook is signed by the veterinarian at all inspections.

Lost veterinary handbook results in disqualification!

§ 17 Caring and feeding of dogs

All feeding and care of dogs shall happen outdoors and only be carried out by the musher. Only cold water may be fetched for preparing dog food.

A dog that lies in the sled when the musher arrives at a checkpoint is to be shown for the veterinary. The dog can continue the race if the veterinary allows it.

§ 18 Dead dog

If a dog dies during the race on the trail between checkpoints, it is to be taken to the next checkpoint or back to the previous checkpoint. The dog is to be transported in the sled and to be covered upon arriving to the checkpoint. The musher shall without delay after checking in notify the race organizer as represented by the race marshal, race director and/or race veterinarian. The musher can only continue the race after obtaining permission to do so by the race marshal, race director and/or race veterinarian. The musher can be disqualified from further participation should it be evident from investigations that the musher is guilty of abuse of the dog or if having in any other way caused the death of the dog. The musher can also be disqualified if he/she at an earlier checkpoint has been told in writing to drop the dog, unless its death was caused by entirely different reasons. If an autopsy of the dog is required, the musher will not be charged.

§ 19 Tow lines

There shall be a cable in the central tow line.

§ 20 No Man's Land

No Man's Land starts at least 1 km before the finishing line and shall be clearly marked. The trail in this stretch shall be broad enough for dog teams to pass each other.

AR350: No Man's land begins when you enter the lake Ström Vattudal after passing Strandberget.

§ 21 Breaking the rules

Breaking the rules regarding outside assistance can lead to disqualification of the musher.

§ 22 Littering of the trail, parking area and checkpoints

Littering along the trail may lead to disqualification.

§ 23 Other general rules

The **musher and handler meetings are mandatory** for mushers and handlers. The dates and times for the meetings are published in the program on the website. The musher must wear his/her BIB **clearly visible** on the trail from start to checkpoint Ursvatnett and from the last checkpoint till the finish line. The handler for each musher will use his own orange handler vest at all checkpoints. The race organizer can instruct the musher's to wear promotional materials on clothes or sleds.

A participant choosing to scratch from the race shall as soon as possible notify the race management and is him/herself responsible for transportation of him/herself, their dogs, equipment and depots from the checkpoints.

Rescue searches will normally be initiated 24 hours after the last point of contact. Unnecessary stops between the check points should therefore be avoided.

The musher may sit on the sled.

Veterinary information and anti-doping rules

Participants are obliged to understand and adhere to the vet information the organizer has distributed.

As musher YOU have by entering Amundsen Race, committed yourself to follow the present anti-doping regulations concerning both driver RF's doping regulations www.rf.se as well as the national doping regulations for dogs at www.skk.se.

Protests shall be submitted to the race marshal/jury in writing no later than one (1) hour after reaching the finishing line. The protest submission fee is 500,- SEK.

Good luck!