

# 2024 Willow Jr 100 Rules

## **Rule 1. Musher Qualifications:**

A musher is qualified to run the Willow Jr 100 if he/she is between 12 and 17 years of age the day the race begins and has submitted each of the following forms:

- Photo of musher
- Musher's Bio
- Rookie References (if applicable)
- Musher Health & Medical
- Release of Liability
- Dog Team Application
- Sponsor List

## **Rule 2. Entries:**

Entries will be accepted from 12:00 pm November 1, 2023 until February 2, 2024. Entries can be emailed to WillowJr100@gmail.com. Kennels entering must indicate the musher's name. If an entry needs to be mailed the date it is postmarked will be the day of entry.

## **Rule 3. Entry Fees**

Entry is free to anyone who is qualified to race. This rule was implemented by the Stitt family when they founded the race and will continue in their honor.

## **Rule 4. One Musher per Team, 15 teams total:**

Only one musher will be permitted per team, that musher must complete the entire race. The race will be capped at 15 teams.

## **Rule 5. Substitutes:**

Substitute drivers will be allowed only in cases of emergency and only if approved by the Race Marshal prior to the start of the Race.

## **Rule 6. Pre-Race Meetings:**

All mushers must attend the pre-race musher meeting on race day February 9, 2024.

## **Rule 7. Rookie Mushers:**

Rookie musher's (defined as mushers who have not yet finished the Willow Jr 100) must have adequate time with a team prior to submission of application. Application packets must include recommendations from two recognized adult dog mushers; a recognized Dog Musher's Organization may substitute as one of the references. Rookie mushers will be contacted and cold weather experience as well as dog handling abilities will be verified.

## **Rule 8. Draw for Starting Position:**

The drawing for starting positions will be done at the pre-race musher meeting where each musher will draw for his/her starting position. Mushers who sign up November 1st will draw first. For example if 5 mushers sign up November 1st they will draw from bib numbers 1-5. Later entrants would draw from numbers 6-15.

## **Rule 9. Race Start:**

Teams will leave the start in two-minute intervals and the time differential will be adjusted during the eight (8) hour mandatory layover. The mushers will be given their starting times at the mushers' meeting.

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### **Rule 10. Late Starting Teams:**

Late starting teams will leave after the last musher has departed the starting chute. Time differential for late starters will be calculated according to their scheduled starting time rather than the actual starting time. Any team that cannot leave the starting line within thirty (30) minutes of the last team's departure will not be allowed to race. It is the musher's responsibility to be at the starting line at the appointed time.

### **Rule 11. Race Bibs:**

Bibs must be worn on the musher so they are visible at all times on the trail.

### **Rule 12. Race Trail:**

The course covers approximately 100 miles of mostly arctic wilderness. The trail will be broken and marked prior to the race, but due to weather conditions there will be no guarantee of broken trail during the race. The starting place may be changed by the race committee due to weather and/or trail conditions.

### **Rule 13. Race Timing:**

For elapsed time purposes, the race will be a common start time to be announced.

### **Rule 14. Advertising, Public Relations & Publicity:**

The Willow Jr 100 has the unqualified and unrestricted authority to authorize the photographing and collecting of information about the race and all participants therein, and to use such photographs and information for its use in advertising, public relations or other publicity purposes. Each musher shall sign any and all documents as may be requested by the Willow Jr 100.

### **Rule 15. Media:**

Interviews and/or video graphic opportunities shall be granted to credentialed members of the media.

### **Rule 16. Awards:**

All mushers who have crossed the finish line must be present at the banquet for recognition and will be included in the awards presentation ceremony in the proper order. All mushers reaching the banquet before its conclusion, regardless of finisher status, will be introduced and given the opportunity to appear before the audience. Mushers must be an official finisher of the Willow Jr 100 to be considered eligible for any awards.

### **Rule 17. Scratched Mushers:**

The Willow Jr 100 will provide transportation to a designated location for any musher who scratches from the race, including his or her dogs and accompanying gear.

### **Rule 18. Halfway Checkpoint:**

One mandatory eight (8) hour stop (unless otherwise modified by the race officials) will be required during the running of the race. The time begins upon sign in at the halfway checkpoint. The starting time differential will be adjusted during each team's mandatory layover. Every musher must personally sign in at the checkpoint. A musher is not officially checked in until he/she has accounted for all required gear. Any musher not reaching the layover point within four (4) hours after the first musher arrives at the layover point may not be permitted to finish the race at the discretion of the race marshal.

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### **Rule 19. Ski poles:**

Ski poles are allowed but may not be used within 50 feet of other teams.

### **Rule 20. Mandatory Gear:**

A musher must have with him/her at all times the following items:

- a. Proper cold weather sleeping bag
- b. Proper cold weather clothing and boots
- c. Ax, head to weigh a minimum of 1 3/4 pounds, handle to be at least 22"
- d. One pair of snowshoes with bindings, each shoe to be at least 28" long and 9" wide (no collapsible snowshoes allowed)
- e. Promotional material as required by the Willow Jr 100
- f. One head lamp and an alternate battery powered light
- g. Eight (8) booties for each dog either in the sled, or in use and in the sled
- h. Some type of restraint to hold a dog(s) in the sled basket securely
- i. Matches or a lighter to start a fire, at least two sources
- j. Three (3) drop cables or chains (minimum 16" long with snaps at each end or a loop on one end and snap on the other), minus cable left with dropped dogs
- k. Dog food cooker (must be acceptable to race marshal)
- l. Three (3) pair socks
- m. Rain gear
- n. Three (3) pair gloves
- o. Three (3) cans HEET (for use in case of trail emergencies)

### **Rule 21. Mandatory Food:**

The following food must be on the sled at all times, unless used in an emergency:

- a. One day's kibble for each dog with a minimum of one (1) pound per dog
- b. Food and snacks for the musher enough for at least one meal on the trail.

### **Rule 22. Sled:**

Some type of sled or toboggan must be used to complete the entire race. The sled must have a usable basket of at least four (4) feet. This does not include the turn up out to the brush bow. The sled must have a snow hook, brake, brush bow, handle bar, and sled bag. Mushers must complete the entire race with one sled. Sled exchanges are not permitted unless it is damaged beyond repair. If a sled must be replaced, Race Marshal approval is required.

### **Rule 23. Dog Maximums and Minimums:**

Mushers must start the race with no less than seven (7) dogs and no more than ten (10) dogs and must finish the race with no less than five (5) dogs. There must be no less than five (5) dogs running on the tow line at all times during the race. No dogs may be added to a team after the start of the race. All dogs must be either on the towline or hauled in the sled and cannot be led behind the sled or allowed to run loose. All dogs must be on the towline at the start. Any musher who is 12 years old on the day of the race, will be limited to 8 dogs at the start of the race.

### **Rule 24. Switching of Dogs:**

Switching of dogs between mushers will not be permitted after the teams have officially completed the veterinary check.

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### **Rule 25. Unmanageable Teams:**

A musher may seek the aid of others to control an unmanageable team. Dogs demonstrating aggressive behavior may be withdrawn from the Race by officials

### **Rule 26. Driverless Team:**

A team and driver must complete the entire race trail including checking in at all required locations. A driverless team or loose dog may be stopped and secured by anyone. The driver may recover his/her team either on foot, with assistance from another musher or mechanized vehicle and continue the race. Motorized assistance must be reported to an official at the next checkpoint. If mechanized help is used and advantage has been gained, the Race Marshal may impose appropriate sanctions.

### **Rule 27. Teams Tied Together:**

Two or more teams may not be tied together except in an emergency. Any team so involved must notify officials at the next checkpoint.

**Rule 28. Motorized Vehicles:** A musher may not be accompanied by or accept assistance from any motorized vehicle that gives help to the musher, including aircraft and snow machines, except when recovering a loose dog or driverless team.

### **Rule 29. Sportsmanship:**

All mushers must use civil conduct and act in a sportsmanlike manner throughout the race. Abusive treatment of anyone is prohibited including all race personnel and volunteers. Thanking our volunteers and smiling on the trail will ensure we have volunteers who want to continue helping with the Willow Jr 100 in the future.

### **Rule 30. Good Samaritan Rule:**

A musher will not be penalized for aiding another musher in an emergency. Incidents must be explained to race officials at the next checkpoint.

### **Rule 31. Interference:**

A musher may not tamper with another musher's dogs, food or gear or interfere in any manner with the progress of another team.

### **Rule 32. Tethering:**

All dogs must be physically tethered and secured at all times.

### **Rule 33. Passing:**

When one team approaches within fifty (50) feet of another team, the team behind shall have the immediate right of way upon demand. The musher ahead must stop the dogs and hold them to the best of his/her ability for a maximum of one minute or until the other team has passed, whichever occurs first. The passed team must remain behind at least ten (10) minutes before demanding the trail. The passing rule does not apply in no man's land.

### **Rule 34. No Man's Land:**

No man's land will be clearly marked before the finish line. Approximate mileage from finish TBD and will be announced at pre-race meeting.

### **Rule 35. Parking:**

A musher must select a campsite off the race trail so that the team cannot interfere with other teams. Teams must be parked in places that do not interfere with the movements of other teams and mushers. A musher is responsible for an unattended team at all times.

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### **Rule 36. Litter:**

No litter of any kind may be left on the trail, in camps, or in the halfway checkpoint. All material remaining at the halfway checkpoint must be left in a designated area. Musher will be responsible for packing any gear or trash back into their drop bags and leaving them neatly where directed in the race meeting. After the team leaves the checkpoint the designated handler for that team will be responsible for cleaning up all straw left by the team and removing the drop bags. The checkpoint area needs to be clean within an hour of the last team leaving. Any uncleaned messes left behind for race officials to clean will mean a time penalty for the musher associated with the mess. This includes parking and buildings at the start/finish or checkpoint. Our hosts generously allow us to use their property for this fun event and we would love to be invited back every year.

### **Rule 37. Use of Drugs and Alcohol:**

Alcohol, tobacco or drug use is strictly prohibited. Violations of this rule shall result in disqualification and may result in ineligibility from participation in future Races.

### **Rule 38. Outside Assistance:**

No planned physical help is allowed throughout the race. All care and feeding of dogs will be done only by that team's musher. All dog maintenance and care of dog teams will be done by that team's musher.

### **Rule 39. Electronic Devices:**

A musher may carry and use any two-way communication device(s) during the race. Use of such devices is to be on an emergency basis only. If used in an emergency, race personnel is to be notified as soon as possible.

### **Rule 40. Competitiveness:**

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 Marshal may consider, but is not limited to, weather, trail conditions and the overall pace of the Race when invoking this rule.

### **Rule 41. Firearms:**

No firearms of any type may be carried by the musher on his/her person in his/her sled or gear. No pyrotechnics (i.e. roman candles) may be carried.

### **Rule 42. Tying of Musher to Sled:**

No tying of the musher to his/her sled in any manner.

### **Rule 43. Equipment and Team Configuration:**

Equipment and team configurations deemed unsafe by race officials are prohibited. A team may have no more than two (2) dogs abreast. Each dog must have reflective material visible at all times.

### **Rule 44. Dog Care:**

Dogs must be maintained in good condition. All water and food must be ingested voluntarily. Dogs may not be brought into shelters except for race veterinarians' medical examination or treatment. Dogs must be returned outside as soon as such examination or treatment is completed unless the dog is dropped from the race. There will be no cruel or inhumane treatment of dogs. Cruel or inhumane treatment involves any action or inaction, which causes preventable pain or suffering to a dog.

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### **Rule 45. Drug Use:**

No oral or topical drug which may suppress the signs of illness or injury may be used on a dog. No injectables may be used in dogs participating in the Race. No other drugs or artificial means may be used to drive a dog or cause a dog to perform or attempt to perform beyond its natural ability. Prohibited drugs will be the same as in Iditarod rules. Race veterinarians may utilize any of the listed drugs or other prohibited drugs necessary to maintain a dog's health, however, such dogs will be withdrawn from the race. Dogs are subject to the collection of urine or blood samples, at the discretion of the testing veterinarian, at any point from the pre-race examination until six (6) hours after the team's finish. The musher or a designee will remain with the dogs. All results will be sealed and signed for before tests are considered complete. A musher must assist the veterinarian in collecting samples whenever requested. If blood or urine testing of a dog reveals any of the prohibited drugs in the dog, this rule has been violated regardless of when such drugs were administered to the dog. Blood, urine and other test results will be made available upon request.

### **Rule 46. Pre-Race Veterinary Exam:**

A musher must have the team physicals performed at the official pre-race veterinary examination or by a Willow Jr 100 approved veterinarian, within fourteen (14) days prior to the race. If a vet from another race during those fourteen (14) days is to have examined the dogs, you may turn in a copy of that vet check to satisfy the Willow Jr 100 vet check Requirements. The following conditions will prohibit a dog from participating: seizures (epilepsy), syncope (fainting) and/or pregnancy. All dogs entered in the race must have current distemper, hepatitis, parvo, and rabies vaccines. Proof of rabies vaccination must be a current rabies certificate that is acceptable to the state of Alaska. Proof of distemper/hepatitis/parvo vaccination must be a signed statement from a licensed veterinarian, detailed purchase receipt or labels from the vaccine. Proof must include date of actual vaccination. All vaccines must be given no later than two (2) weeks before the race and Rabies vaccination must be current through the race according to Alaska State regulations. Distemper/Parvo/Hepatitis vaccine is valid for three (3) years if the dog was one (1) year old or more when vaccinated and was vaccinated at least once previously, with a minimum of three (3) weeks separating the vaccinations.

### **Rule 47. Jurisdiction and Care:**

All dogs entered in the race are under the jurisdiction of the Race Marshal from the time they enter the staging area at the start until 72 hours after they have been released by the Willow Jr 100 veterinarians or 48 hours after the final musher finishes. The Chief Veterinarian shall have the authority to determine in his or her exclusive discretion whether any dogs require veterinary care and to select the provider, including treatment by medical specialists and or 24-hour care facilities, prior to an animal's release. In such case, financial responsibility shall be borne by the musher. If the financial responsibility is not satisfied within 30 days of the banquet, finishing status will be withdrawn until satisfied. In addition, the Chief Veterinarian will have immediate access to medical records and updated status reports of all dropped dogs for up to 72 hours after their release.

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### **Rule 48. Expired Dog:**

All dog deaths are regrettable, but there are some that may be considered unpreventable. Any dog that expires on the trail must be taken by the musher to a checkpoint. The musher may transport the dog to either the checkpoint just passed, or the upcoming checkpoint. An expired dog report must be completed by the musher and presented to a race official along with the dog. All dog deaths will be treated as a priority, with every effort being made to determine the cause of death in a thorough and reliable manner.

### **Rule 49. Dropped Dogs:**

All dogs that are dropped from the Race must be left at the checkpoint or dog drop with a reliable chain or cable and collar. Handlers will be contacted and dogs should be picked up as soon as possible.

### **Rule 50. Hauling Dogs:**

A musher may haul dogs in the sled at his/her discretion, however, the musher may not allow any of the dogs to be hauled by another team. Dogs must be hauled in a humane fashion and must be covered if conditions require, at the Race Marshal's discretion.

### **Rule 51. Food Drops:**

Adverse weather/trail conditions and dropped dogs should be taken into consideration when planning food drops. The entrant must provide adequate supplies for personal nourishment and hydration. Mushers must plan on cooking dog and personal food at the layover checkpoint. Items of gear to consider when packing sled include: feeding and cooking utensils for team and self, fuel, batteries, wrist wraps, and dog coats. STRAW AND HEET FOR COOKING ARE NOT PROVIDED AT THE CHECKPOINT! We recommend at least 4 bottles of Heet for the checkpoint in addition to what is in your sled for emergencies. Bring one bale of straw along with your drop bag. Try to package your straw in a garbage bag or some other waterproof bag. There will be trucks going to the halfway point to deliver the checkpoint bags and straw. It is the responsibility of the handler to either deliver the needed checkpoint items to a race official prior to the pre-race meeting to be brought to the checkpoint or deliver items to the checkpoint themselves. All items to be used by a team during the race need to be in the checkpoint area prior to the first team arriving at the checkpoint.

### **Rule 52. Race Officials:**

The Race Marshal and race officials are responsible for the enforcement of all Willow Jr 100 policies and race rules. Race officials shall consult with the Chief Veterinarian on all matters relating to dog care and treatment. Race officials will consist of Race Marshal, Race Judges, and Veterinarians. The Race Marshal and Chief Veterinarian will have absolute authority over the dog teams. Their judgment to withdraw a dog, or team from the race, or any other condition relative to dog care on the trail, shall be final.

### **Rule 53. Protests:**

Any infraction observed by a musher must be protested, in writing, at the next checkpoint, at the finish line, and/or at least two (2) hours before the awards are given out at the banquet.

### **Rule 54. Censure:**

The Willow Jr 100 may censure a musher for cause, including time penalties and prohibiting a musher from entering future races. The musher so involved may request an informal hearing.

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Such requests shall be granted and the hearing shall be held within ninety (90) days of the request.

### **Rule 55. Finish:**

An official finish shall be determined by the nose of the first dog across the finish line.

### **Rule 56. Official Finisher:**

A musher who completes the entire race course in compliance with the rules by the end of the banquet will earn the title of Official Finisher. Should extenuating factors occur, a committee designated by the Willow Jr 100 may extend the time in which a musher may earn the title of Official Finisher.

### **Rule 57. Awards Presentation and Finishers' Banquet:**

The awards banquet and presentation ceremony is mandatory and shall be held the evening of February 10, 2024. All mushers who have finished the race are required to be present at the awards banquet.

### **Rule 58. Parents, Handlers and/or Visitors:**

Parents, handlers, and/or visitors may not aid a musher or handle a team at any point along the trail unless in an emergency. If there is an emergency situation and a parent or handler is the closest to help prevent harm to a musher or team then they should render aid and then contact the nearest race official to report the situation. Parents/handlers will be allowed at the checkpoint but will be asked to keep contact with the dog team minimal. A parent/handler is required to help park the dog team when they arrive at the checkpoint either by guiding the lead dogs or by assisting the musher with handling the sled. The musher should quickly secure the team and once the team is safely secured the parent/handler needs to maintain distance and allow the musher to care for their dogs. Please refrain from coaching your child and mapping out the rest of their race. If a parent sees that there is something a musher is failing to do and it is to the detriment of the dogs then they can contact a race official or other volunteer or parent and ask to relay the necessary info. Parents/handlers will be allowed to watch the teams while the mushers go into a building or tent to warm up, eat, and sleep. There will be a designated musher table and sleeping area in the checkpoint and we ask that parents let the kids have that area to hang out and visit. The parent/handler can sit with the team while the musher is in the building and in case of a scuffle move dogs around to avoid fighting. A handler can volunteer to handle and clean up after more than one team. There will be NO parents performing checkpoint chores or working with the dogs. A team will need a handler/parent to help them launch from the checkpoint for the restart. When the time comes to ready the team to leave the checkpoint a handler can stand on the sled or hold the dogs or both. They are not to assist other than holding the dogs or standing on the sled. If there is a restart line the parent can help the musher get the dogs moved to that point the same way you do at the start.

We would love to hear you encouraging your child and all of the children in the race at the checkpoint. Give them a hug, tell them they are doing great and let them know how proud you are of their huge accomplishment!



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The spirit of the Willow Jr 100 is one of encouraging and empowering young mushers to accomplish big goals with their dog teams. We will have accomplished mushers around the race and at the checkpoint to offer advice about racing and to inspire the junior racers. We encourage parents to allow your child to use this race as a learning tool for other challenges they will face in life. If allowed to complete a 100 mile race on their own, your child will feel pride in their accomplishment, and they will know that they are capable of completing hard tasks. Many people have never tested themselves and their skills the way these young people will during this event. They will always have this moment to remember. We want every musher who enters to succeed! Let's work together to make this amazing!