

SKIJOR CANADA 2018 COMPETITION RULES

- A. Competitors must be 15 years old. Competitors under 18 years must have a parental signature on waiver. All competitors must show identification & sign waivers on event day check in. Registration is by team only, via the www.skijorcanada.com website. A team consists of horse, rider & slider, (2 sliders in Relay.) *There will be no refunds for individuals who register without meeting these requirements.
- B. Marshals are to be obeyed at all times. Marshals &/or veterinarian may excuse any competitor (human or equine) from competition for behaving in an unsafe or unsound manner.
- C. Teams may compete in any or all events.
- D. Horses may only run ONCE per event & in the final of heat event if qualified.
- E. Riders & Sliders may compete a maximum of THREE times per event. In the case of qualifying more than once for finals heat event, it is up to individuals to find alternate team members for finals.
- F. All sliders* (this term encompasses both skiers & snowboarders throughout this document) must wear approved snow sport helmets. Eye protection is recommended.
- G. Staging between runs: Each team is allowed 3 minutes to complete staging & begin the race. After this allotted time has expired, the competitors will be asked to leave the staging area & disqualified from that class. The allotted 3-minute time period will begin at the declaration of a clear track.
- H. Finishing the Race: The slider must finish in an upright position on at least one ski, with rope in hand when crossing the finish line. Both slider's boots must cross the finish line.
- I. Sprint: Run in heats. Gun start. Winner determined by horse's nose crossing the finish line, provided slider finishes in accordance with above rule H. Heat winner advances to finals. In the event that rider & slider both qualify for finals in separate capacities, the final team will be decided by a coin toss.
- J. Relay: Run in heats. Gun start. Winner determined by when horse's nose crosses the finish line, provided slider finishes in accordance with above rule H. Heat winner advances to finals. In the event that rider & slider both qualify for finals in separate capacities, the final teams will be decided by a coin toss.
- K. Gates: Breakaway style gates where slider goes right of red & left of blue. Both ski tips & both boots must go around a gate, or the gate is considered missed.
- L. Long Jump: The distance of the jump will be measured at the heel of the back boot landing. Slider must demonstrate control by skiing out of the landing. The Field Judge shall have the final decision if the slider is in control upon landing.
- M. Field/course: No horses or sliders permitted on the field/course except during their designated run. A designated warm up/ practice area will be provided.

PENALTIES

- A. SPRINT & RELAY: The horse's nose must be behind the start line until the starter gun fires. Starts will be recorded. Jumping the start will result in disqualification. The Field judge shall have the final decision on if a horse jumps the start.
- B. SPRINT & RELAY: Teams will draw post positions defined by numbered objects & cross the finish line in the same position. i.e. Lane one will be defined by bale 1 on the left, bale 2 on the right. Finishing outside of the assigned lane will result in disqualification.
- C. CIRCUIT: A five second penalty is assessed for each missed jump or gate.
- D. CIRCUIT: A five second penalty is assessed for any horse breaking the plane of any jump, hitting a gate, or hitting a timing device.
- E. CIRCUIT: Any horse or slider touching the course boundary line is disqualified.

COURSES

- A. CIRCUIT: Individual timed runs. Horseshoe track approx. 250m. Jumps not exceeding 1m height, gates, rollers & berms.
- B. RELAY: Heats. Straight track out & back, approx. 100m. Rider takes Slider 1 out across line, drops Slider 1, goes around bale, picks up Slider 2 & runs back in same track.
- C. SPRINT: Heats. Straight track, approx. 200m.
- D. LONG JUMP: Individual distance. Ramp jump, max 2m high, sloped landing.

EQUIPMENT

- A. Horses to be ridden in Western saddle with horn.
- B. Ropes must dallied (wrapped) around saddle horn, no tying of ropes to anything/anyone.
- C. Ropes must be minimum 30 feet in length & maximum 50 feet in length.
- D. Ropes must be 3/8 or larger in diameter.
- E. Handles & loops are NOT permitted.
- F. Any rope not supplied by the event organizing committee must be inspected & approved by the Start Master or his designee prior to the start of racing.
- G. All sliders must wear approved snow sport helmets.
- H. Helmets & protective vests are recommended for riders.
- I. Traction shoes & protective boots are recommended for horses.

SPORTSMANSHIP

Good sportsmanship is important to the success of our event & the image of the sport in the community. Your registration signature pledges your word to the humane treatment of your horse & respectful relationships to all fellow competitors, staff & volunteers hosting this exciting competition. Failure to obey the marshals or comply with the spirit of friendly competition at any of the scheduled events may result in the disqualification of your team or your banishment from future competitions.

* Note, this is a large crowd event with an excited atmosphere, bright obstacles, loud music & drone photography. Please select horses accordingly.