AUSTRALIAN SLEDDOG SPORTS ASSOCIATION

RACE RULES AND PROCEDURES

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GENERAL PROVISIONS

These rules serve as a minimum standard. A Race Giving Organisation (RGO) may change the rules to suit their specific requirements so long as those changes do not have adverse effects on the health, safety and welfare of dogs, mushers, and handlers. RGO's can submit their amendments for consideration and notation by the Australian Sleddog Sports Association (ASSA). Amendments will be marked as an Annexure at the end of this document to make RGO specific amendments available to the wider community. In the event of a dispute over a rule change (between ASSA Committee and RGO), independent adjudication can be set up. No rule or rule change can take precedence over laws of the land (National or State laws) and in the case where health, safety and welfare of dogs, mushers and handlers is called into question, a health professional (vet or medical professional where appropriate) must be included.

Further to the classes defined within these rules, RGOs may host novice, touring, veteran (dog), peewee or junior challenge classes as well as 100m dash and sprint events. ASSA will not recognise these classes for the purposes of the point score and as such RGOs are permitted to define their own entry and eligibility criteria. In doing so, the equipment and safety related rules within this document must apply at all times.

The definitions and descriptions in this document also apply to other ASSA Regulations, when appropriate.

In this document and other ASSA Regulations, the word musher includes "the musher and/or his/her dog(s)," and the singular includes the plural.

In case of discrepancy between general and special rules, the special rules prevail.

ENTRY RULES

1. Entry & Eligibility

1.1. ASSA affiliated races are open to both members and non-members. Only ASSA members will be eligible to receive points towards the ASSA National point score.

1.2. RGOs should provide details of the classes they intend to hold at the event and subsequent formats they will be running classes under before entries are opened. Information to be supplied includes:

1.2.1. Pre-planned mandatory mushers meetings.

1.2.2. If pre-race inspections are being undertaken, the time and place for those inspections.

1.2.3. The starting procedure the classes will use, e.g., either dual or single starts, if reverse order for subsequent heats will be applied and how start orders will be formulated.

1.2.4. Class type, class groupings and distances being held.

1.2.5. Electronic timing chip locations will be communicated at the mushers meetings.

1.3. If pre-race inspections are being undertaken, the time and place for those inspections should be supplied in the musher's information pack.

1.4. The RGO may reject any entry for just cause.

1.5. An entry for a race must be submitted prior to the start of the race, subject to entry deadlines as determined by the RGO.

1.6. Liability and accident insurance is mandatory for mushers and handlers covering the risks of sled dog racing and all consequences.

1.7. Entry for minor mushers (below 18 years old) must be co-signed by parents or guardians.

1.8. ASSA aims to create an inclusive environment around sleddog racing in Australia. As such, people with a disability are encouraged to participate. The Race Marshall (RM) will decide on possible participation, considering any equipment modifications and if required, a helper. The overall safety of the musher will prevail. The RM/RGO may alter the mushers start position if they feel it is beneficial to the musher or race. The musher will be ranked according to their total results. Note: If there are specific equipment modifications required for a musher's circumstances, please contact the ASSA committee for approval prior to usage.

2. Claim

2.1. The musher cannot hold the RGO, race judges, officials, sponsors, and other contributors to the event, (as distinguished from the individual musher sponsor) responsible for any claim or demand, based on any alleged action or non-action by the musher, his/her dogs, handlers, or others acting on his/her behalf. The musher releases the RGO, race judges and officials, sponsors and other contributors from any claim or demand resulting from an injury to the musher, his/her dogs, or property (including but not limited to lost or dropped dogs).

2.2. The RGO has the unrestricted authority with regards to photographs and gathering of information on the competition and all participants involved, as well as to the use of such photographs and information for advertising, public relations or any other publicity purpose related to the competition. Permission to use images of minors must be obtained from parent or guardian prior to use.

2.3. In the event of a claim against the RGO, the claimant is responsible for payment of the insurance excess.

3. Mushers

3.1. New mushers to the sport of sleddog racing must have officially participated in 3 races of single dog class in novice, touring, bikejor or scooter before competing in an open multi-dog class.

3.2. The musher starting a team in the first heat of a race must drive that team throughout the race.

3.3. A change in musher can only be made once, and only in the event of illness or injury to the musher. The RM must approve the substitute musher and that musher must drive the team throughout the remainder of the race.

3.4. A musher who is disqualified in the first heat of a race may participate in subsequent heats of the race at the discretion of Race Marshal and the RGO. This does not apply if the disqualification is a penalty issued in accordance with the dog behaviour policy or because of misconduct in relation to sportsmanship. If the Race Marshal and the RGO agree that it is safe for the team to continue to participate, the team shall start at the back of their respective class and will forfeit a placing in the race.

3.5. Mushers must attend the mushers meeting held prior to the start of the race (as well as any other meeting officially announced to qualify to compete in the race). The RM may waive this rule if a musher is delayed due to unforeseen circumstances. However, in this case, the musher is responsible

for obtaining a briefing from race officials prior to the start of the race.

3.6. Age of mushers:

Senior Classes	16 years and above
Junior Classes	10 to and including 16 years
Peewee Classes	8 to and including 10 years
Mini Peewee Classes	0 to and including 8 years

3.6.1. Mini peewee mushers are uninsured competitors and must run with the assistance of an adult.

3.6.2. Peewee mushers can run assisted by an adult or unassisted.

3.7. A junior wishing to compete in the senior class must request approval from the RGO, whose decision must be made in consultation with the RM. Approval will be subject to the juniors' capability, suitability, and experience as a junior in previous events. The junior's parent or guardian must also consent to the entry. Approvals must be requested for each event, however previous approvals and experience in prior senior classes will be taken into consideration by the RM.

3.8. For a junior to race in a senior class, the following must apply:

3.8.1. Must keep a Peewee & Junior Mushers Logbook up to date and present it with their request to compete in a senior class. The logbook must also be made available to the RM prior to the start of the event.

3.8.2. The parent/guardian of the junior musher, the RM and the RGO must agree and be comfortable that the junior in question will be safe, able to handle the dog(s) in question, and not be a hindrance to other mushers in the class.

3.8.3. The junior has completed a full season in the preceding class without issue and can produce a record of the previous seasons racing in their logbook. This means at least one full season in junior before moving to 1 dog open, then an additional full season in 1 dog open before moving to 2-dog open etc.

3.9. A junior musher may compete in both junior and senior classes during the same event with the permission of both the RM and the RGO, as well as permission from the parent or guardian. Note that entry cannot be with the same dog.

3.10. Whenever a race official is discussing any issue pertaining to the race event with a junior, the junior's parent or guardian must be present at all times.

4. Dogs

4.1. The Race Veterinarian or RM can rule a dog unfit to start or continue in the crace for medical reasons or if the dog is incapable of completing the race safely.

4.2. A dog not starting the first heat of the race cannot be eligible to compete in the remainder of the race or any other heat of that class for the entire competition.

4.3. A dog disqualified in any heat of the race cannot compete in the remainder of the race.

4.4. A dog dropped from a team during or after any heat of the race cannot compete in the remainder of the race.

4.5. Dogs are eligible to be entered into all classes at an ASSA race from the date of their first birthday and must be 12 months of age. It is recommended that dogs have reached a minimum starting age of 18 months if they are being entered into an ASSA Open Class and this will be subject to further review in 2025.

4.6. Any dog having raced in one class of a race is not eligible to race in another class on the same day unless that other class is canicross or peewee. The RM can, however, disallow a dog to run in the second canicross or peewee class if there are any animal health and welfare concerns.

4.7. Dogs may be required to undergo a physical examination by a Race Veterinarian in order to be allowed to start.

4.8. Identification

4.8.1. At the discretion of the RGO, each dog may be microchip checked or marked for identification prior to the start of the first heat of the race.

4.8.2. At the discretion of the RGO, dogs dropped from teams after the first heat of a race involving more than 2 heats, may be recorded on a chip register or marked a second time to indicate their disqualification to run in subsequent heats.

5. Disease

5.1. Dogs or equipment must not have been brought from a home, kennel, or other such dwelling where parvovirus, canine cough or any other contagious disease exists.

5.2. If a dog is diagnosed with a contagious disease exists, the musher must contact ASSA to find out quarantine periods and disinfection requirements required to return to events.

5.3. If the Race Veterinarian diagnoses any dog present in the race area to have a contagious disease, that dog is disqualified and must immediately leave the event.

5.4. All dogs attending any ASSA affiliated race must have a minimum of a current C3 vaccination (yearly or triennial), or current Titre test at least once every twelve months showing acceptable immunity level for parvovirus and distemper. If the Titre test results for parvovirus and distemper are less than acceptable minimum level, C3 vaccination is required.

5.5. To ensure compliance with this rule, random spot checks will be conducted at all ASSA affiliated races, with a minimum of 10% of mushers to be checked. Mushers due for spot checks will be drawn at random. The method of this draw must be announced prior to the event (e.g., random number generator).

5.6. Any puppies attending an event must be vaccinated within the recommended periods; first vaccination between 6 and 10 weeks, second vaccination between 12 and 16 weeks. All puppies must have had their first vaccination to attend events. If puppies who are yet to receive their first vaccination need to attend an ASSA event, owners may apply to ASSA for an exemption. Each exemption will be assessed on a case-by-case basis and must include information on how the puppy/ies will be managed safely at the event.

5.7. Vaccination or titre test certificates must show the following information: Dogs name, microchip number, details of vaccination administered including manufacturer (for vaccination), details of level of immunity (for titre testing), and date administered/tested. When your vet is scanning your dog for its microchip, please take note of the approximate location of the chip to aid the RGO in locating it.

5.8. In states that do not yet legally require dogs to be micro-chipped, we ask that your vet provide a detailed description of the dog including any distinguishing features, either on the vaccination certificate or in a separate letter. Documentation must confirm the dog is vaccinated or has sufficient immunity via titre test.

5.9. Dogs that require an exemption from vaccination for medical or health-based reasons will be assessed on a case-by-case basis. Any dog that requires an exemption should have titre test results to confirm insufficient immunity levels against parvovirus and distemper before the exemption request will be considered. ASSA will work with the owner to find the best possible solution to mitigate risks to other dogs and the dog in question. The owner is to provide a letter from their vet detailing specific medical information relating to the dog in question and must submit all supporting documentation for consideration.

6. Medications administered to dogs or mushers

6.1. All dogs entered into a race should be free from substances listed on the IFSS "List of prohibited Substances and Prohibited Methods for Dogs, as of January 1, 2020 (and updated as available. See www.sleddogsport.net).

6.2. It is the responsibility of the musher to check any veterinarian prescribed medications against the full list to ensure no breach of these rules.

6.3. The musher of any dog prescribed a substance listed on the Prohibited or Controlled lists by a veterinarian must inform the RGO and RM upon entry to the event or as soon as possible if prescribed after entry. In addition, the following procedure must be followed to be able to participate in an event:

6.3.1. Obtain 2 veterinarian certificates (from separate clinics) supporting the participation of the dog in an event while being treated with the prohibited or banned substance.

6.3.2. The musher must submit the certificates to the ASSA committee for approval before the event.

6.3.3. If approved by ASSA, the committee will forward the decision to the concerned RGO and RM who have the final discretion to allow or disallow entry.

6.4. Clause 6.3 cannot be used for World Cup events.

6.5. During an event, medical treatment and substances listed as a prohibited or controlled substance, cannot be administered to a dog without authorisation by a veterinarian and notification given to the RM.

6.6. Mushers must not compete under influence of alcohol, illegal drugs or medication that may affect their capacity to manage dogs safely. Penalties may apply.

7. Equipment

7.1. Each musher must display the number provided to them by the RGO when racing (unless otherwise instructed by the RM).

7.2. All mushers must wear a helmet (excluding canicross classes). Please refer to Appendix D

7.3. Scooters, bikes, and rigs must be equipped with efficient brakes and have plugged handlebars. Brakes are compulsory on back wheels and it is recommended that brakes be installed on all wheels, this will be subject to review in 2025.

7.4. Dogs must be attached to the bike, scooter, or rig via a gangline. In canicross classes, the dog is attached to the musher via a gangline and a hip belt measuring at least 7cm wide over the spine.

7.5. In classes with more than one dog, dogs may be harnessed in single (staggered) or double file.

7.6. A neckline must be used in 2/3/4/6/8 dog classes at all times. The only exception to this is a dog running in single lead.

7.7. Ganglines must have a shock absorber, excluding rig and sled classes where shock absorbers are optional. Any form of metal hook or ring connecting ganglines to dogs, belts, bikes, scooters, rigs or sleds, that the RM deems dangerous or not appropriate will not be permitted. A load rated carabineer or similar is recommended.

7.8. Recommended expanded gangline lengths are as follows:

7.8.1. Canicross = between 2m and 3m

7.8.2. Bikejor = between 2.5m and 3m

7.8.3. Scooter = between 1.8m and 2.1m

7.9. Every musher must carry a cutting device capable of cutting the lines they are using in all classes, except Canicross. For safety reasons cutters must meet the following criteria:

7.9.1 Not have an open blade such as a flick knife or Stanley knife that could cut a dog or musher.

7.9.2 Not have a pointed end capable of puncturing a dog or musher.

7.9.3 Must be carried or attached to the vehicle so that the cutter is easily accessible at all times.

7.9.4 If Cable lines are being used suitable cable cutters must be carried.

7.9.5 Suitable cutters include but are not limited to parachute cutters, diving line cutters, cable cutters or bandage scissors. It is the musher's responsibility to seek RGO advice prior to marshalling if uncertain on the suitability of their cutting device.

7.10. The minimum wheel diameter for vehicles used in all classes is 40cm or 16 inches.

7.11. The following equipment is strictly prohibited.

7.11.1. Open blade knives, Leathermans or any other open blade cutter that could puncture a dog or musher.

7.11.2. BGB Hook (Swedish snaps) on neck and tug lines, allowable to attach lines to bike/scooter/rig.

7.11.3. Studded tires.

7.11.4. A collar that can be hooked as a full choke.

7.11.5. Whips.

7.11.6. Dangerous shoes (shoes with metal spikes and/or screw in cleats are not permitted. Shoes with hard or rubber spikes of up to 10mm in height are permitted)

7.11.7.

8. Inspection Requirements

8.1. At the request of the RGO, mushers must make themselves and their race equipment available for inspection.

8.2. All equipment is subject to the approval of the RM. However, mushers must ensure that their equipment meets the class requirements.

8.3. Dogs in harness must not be required to stand for inspection longer than 6 minutes before the scheduled time of departure.

8.4. At the request of the RGO/RM, mushers must be available for inspection after each heat.

9. Race Disciplines & Classes

9.1. RGO's can offer canicross, 1 and 2 dog bikejor, 1 and 2 dog scooter, 3,4,6 and 8 dog rig, and relay.

9.2. In races over 2 or more heats with 3 or more dogs, the mushers may reduce their team. If the team is reduced, the musher cannot add the removed dog(s) back in subsequent heats. The musher can reduce the team only between heats or in an approved manner as defined at the mushers meeting.

9.3. The RM may reduce the size of any team determined to be too large for the designated musher.

9.4. The following classes can be held for each discipline.

	Junior (10 to 14 years)	**Junior (14 to 16 years)**	**Adult (16 years and over)**
Canicross	Yes	Yes	Yes
Bikejor	Yes – DB1J 1 dog only	Yes - DB1J 1 dog only	Yes
Scooter	Yes – DS1J 1 dog only	Yes – DS1J 1 dog only	Yes - DS1 & DS2 1 & 2 dog classes
Rig/Sled	No	No	Yes

Canicross

9.5. A canicross team consists of a musher, racing solely on foot, and one dog. In races where this class is split by gender, the musher may enter as per their affirmed gender identity and not the sex they were assigned at birth.

Bikejor

9.6. A bikejor team consists of a musher pedalling a bicycle with either 1 or 2 dogs attached, identified as DB1 and DB2 respectively. In races where this class is split by gender, the musher may enter as per their affirmed gender identity and not the sex they were assigned at birth.

9.7. Electric bikes can only be used if the electrical assistance components are not enabled in any way (i.e. removal of battery).

Scooter

9.8. A scooter team consists of a musher riding a 2-wheeled scooter type vehicle pulled by either 1 or 2 dogs attached, identified as DS1 and DS2 respectively.

9.9. Bicycles without a pedal mechanism or a blocked pedal mechanism can be used in scooter classes.

9.10. Rigs can be used in 2-dog scooter classes.

Rig and sled

9.11. At the option of the RGO, the following classes may be held for rig disciplines:

9.11.1. 2-Dog Sled (DR2): A limited 2-dog sled must consist of 2 dogs.

9.11.2. 3-Dog Rig/Sled (DR3): A limited 3-dog team consists of not more than 3 dogs and not less than 2 dogs.

9.11.3. 4-Dog Rig/Sled (DR4): A limited 4-dog team consists of not more than four dogs and not less than 3 dogs.

9.11.4. 6-Dog Rig/Sled (DR6): A limited 6-dog team consists of not more than 6 dogs and must start the first heat with a minimum of five dogs but may drop to a minimum of 4 dogs for subsequent heats.

9.11.5. 8-Dog Rig/Sled (DR8): A limited 8-dog team consists of not more than 8 dogs and must start the first heat with a minimum of 7 dogs but may drop to a minimum of 5 dogs for subsequent heats.

9.12. Rigs can have either 3 or 4 wheels.

9.13. Sleds must be structurally sound, equipped with a functional brake, snow hook and a drag mat.

9.14. Sleds must be equipped with a well-ventilated sled bag capable of carrying a dog.

9.15. A locking carabineer must be used to attach the ganglines to the sled.

9.16. All dogs must be fastened to the gang line by a tug line. All dogs must run with a neckline, with lead dogs fastened to each other and team dogs fastened to the gang line (except in the case of a single lead dog). Shock absorbers suitable for the size of the team are recommended but not compulsory.

9.17. Mushers must carry a snub-line. It is recommended to carry a line capable of reaching the team's lead dogs from the rig or sled.

Relay

9.18. Relay is a one-day race. Relay teams are typically comprised of a minimum of 2 teams running the same trail in sequence. No musher or dog can complete more than one leg. At the option of the RGO, relay races can be a single class or a combination of multiple classes.

9.19. The starting procedure must follow the standard starting procedure for the chosen start class in the relay, as outlined in this document.

9.20. The changeover procedure must be explained to all teams during a mushers meeting prior to the race. Typically, the incoming team member must 'tag' the outgoing team member who may then start, although different procedures can be used. Dogs must be under control of the musher or a handler at all times.

9.21. The tag between mushers can only take place within the change-over area and is controlled by a race official. The change-over area must be a marked area, approximately 10 to 30 meters in length, 10 meters wide beginning at the finishing line and ending at a marked start line across the trail.

9.22. If a musher starts too early, they will receive a time penalty of 30 seconds to the team's overall time.

9.23. Team assistants must not hamper other mushers.

9.24. The team with the lowest cumulative time after all the legs are completed wins the relay.

9.25. Time is measured from the starting order "Go" until the last musher of the team reaches the finish line.

10. Start & Finish Rules

Drawing and rating

10.1. In races with single or dual starts, the first heat starting positions are determined via a random draw. The RGO can permit mushers to attend the draw at their discretion.

10.2. The order of the draw cannot be changed, however late entries can be added to the draw at the discretion of the RGO.

10.3. RGO's may modify the start order draw by the seeding of mushers in accordance with the formula referenced in Appendix E of the ASSA Rules.

10.3.1. Seeded starts will be made known to entrants at the time of entering the race.

Single Start Race

10.4. As determined by the draw, the first musher to start the first race heat draws number 1, number 2 starting second, etc.

10.5. Where teams finish the race in such a time that adversely affects the running of subsequent heats (i.e. taking too long to finish the heat), the RM may exclude them from further heats.

10.6. In races of more than 2 heats, the elapsed time of all previous heats determines subsequent heat starting positions.

10.7. The second heat starting positions is determined by the first heats times, with the fastest musher starting first, the second fastest musher starting second, etc.

10.8. At the discretion of the RGO, the starting positions may be determined by the reverse of the elapsed time of the previous heat/s (reverse order start). Reverse order may be used as a time saving measure due to race conditions; however, it should only be used as a last resort.

10.9. There must be a minimum period of 6 hours between the end of the first heat (time of the last team to finish) and start of next heat.

Dual Start Race

10.10. The first day's starting positions is determined by a draw, with numbers 1 and 2 starting together first, numbers 3 and 4 starting together second, etc.

10.11. The second heats starting positions will be determined by the first heats finishing times by using the following rule: The result list of the first heat will be divided into 2 groups, the first group consisting of the first half of the result list and the second group consisting of the second half of the result list. The first starting pair will consist of the fastest musher from group 1 and the fastest musher from group 2. The second starting pair will consist of the second fastest musher from group 1 and the second fastest

musher from group 2, and so on. If there is an uneven number of teams, group 1 will have the greater number of mushers.

10.12. In races of more than 2 heats, the elapsed time of all previous heats will determine the results list.

Equal Times

10.13. If the elapsed time of 2 or more mushers is identical, the start order for those teams will be the reverse of the order in which they started in the preceding heat.

10.14. Mushers with equal times for the entire race (elapsed times) are to be awarded the higher finishing position, e.g. equal first.

10.15. The award for the tied place and the next lower place(s) will be combined and divided equally among the mushers which tied for that place.

Canicross Mass Start

10.16. At the option of the RGO, mass starts can be used for canicross in one or more heats of an event. Seeding for start positions is acceptable.

10.17. All mushers of the same class start at the same time on the same starting line, holding their dog by the collar or harness.

10.18. If all mushers cannot all start on one line, the RM can set more lines as required. Seeded mushers, if any, can stay on the front lines ahead of the non-seeded mushers.

10.19. The starting line must have one track per musher, the width of track to be a minimum of 1.5m.

10.20. The start procedure is to be the same as other classes with start clock visible to all mushers.

10.21. If a musher starts too early, a time penalty of 30 seconds is applied to their time. There must be at least 2 race officials to check the starting line.

10.22. If the size of the start area makes a large mass start impractical, it is acceptable to run a split mass start. I.e., split fields into multiple 'waves' starting at set intervals apart (for example, one minute between waves would mean that mushers start time would be their wave start time.

Starting Line and Time

10.23. Starting intervals between mushers can be between 15 seconds and 2 minutes depending on the individual race requirements.

10.24. In Canicross classes, the musher must stay behind the start line, holding his/her dog's collar or harness until the start signal has been given.

10.25. In scooter, bikejor and rig classes, the front wheel must stay behind the starting line until the start signal has been given.

10.26. Before the start, the musher must come to a complete stop at the starting line.

10.27. Trail time begins at the mushers scheduled start time or if using automated electronic timing systems, then at the time when the timing chip crosses the start sensor.

10.28. A musher that fails to be in the starting position at their scheduled start time, or within half of the

starting interval after the scheduled starting time, is declared a 'late starting musher'.

10.29. A late starting musher is not allowed to start until after the last musher entered in its class has started, and after the prescribed starting interval.

10.30. The late starting mushers original scheduled starting time will not commence as per the starting order. Their new start time will commence once they have started at the end of the field. However, at the discretion of the RM and/or RGO they will receive a penalty of 30 seconds per kilometre (rounded to the nearest half kilometre) of the race distance. For example, a 2km race will result in 1 minute penalty for a late starter (2km x 30 seconds). A 6.6km race will result in a 3.5-minutes penalty (6.5km (roundest to nearest half km) x 30 seconds).

10.31. If more than one musher are declared late, then those mushers will start in the originally scheduled starting order, after the last musher entered in the class has started.

10.32. If a musher is late to the starting line for their second scheduled start time for the same heat, at the discretion of the RM/RGO, may be penalised.

10.33. When a musher starts before their scheduled start time, and neither the musher nor any of his/her designated handlers have initiated this, that musher's starting time is adjusted accordingly. For example, incorrectly displayed start clock or direction by the RM.

10.34. A musher not clearing the start chute (minimum distance of 30 meters) prior to the scheduled start of the next musher, may be penalised at the RM's discretion.

10.35. Unless otherwise specified by the RM assistance in the start chute is permitted.

Finishing

10.36. A musher has finished the heat when the front wheel (for scooter, bikejor or rig classes) or if using automated electronic timing systems, when the timing chip crosses the finish sensor, or person (for canicross class) crossed the finish line. The dog must finish ahead of the person, scooter, bike or rig.

10.37. If a loose team crossed the finish line ahead of its musher, that team finishes when the musher reaches the finish line.

10.38. When a dual starting chute is used as a finishing chute, mushers can return on either trail.

10.39. The finishing zone or 'no right of way' zone starts 500 meters from the finish line.

10.40. Where automated electronic timing systems are utilised the placement of the timing chip will be located on the musher in a position consistent for all entrants per that class.

11. Trail Rules

Following the trail

11.1. A musher and their team must run the full course as identified by the RGO.

11.2. If a team leaves the trail, the musher must return the team to the point at which they left the trail via the shortest possible path. When returning to the trail, any other musher on the trail has the right of way. The returning musher cannot impede another musher in any way.

Driving a team

11.3. Any musher accepting a ride during the race on any vehicle other than intended by entry into the race, will be disqualified, unless in case of a loose team or dog.

11.4. A musher must not interfere with a competing musher.

11.5. Carrying a passenger at any time during the race is prohibited unless the musher is giving a ride to another musher in an emergency situation (i.e., a loose team).

Assistance on the trail

11.6. Any assistance given to mushers must be consistent across the course of the event and may only be given by race officials at designated points along the trail as authorised by the RM. Only in the case of a loose team or a team which is in clear and present danger to itself, to other teams or to persons, are race officials and spectators allowed to take immediate action to secure the safety of the team. In all other cases, officials can only act upon request of the musher for assistance, which is limited to controlling the team or to hold the scooter, bike, rig or sled. The musher must stop the team, clearly indicate what assistance they need, and behave appropriately towards the officials.

11.7. Mushers competing in the same heat can only assist each other in a manner authorised by the RM.

11.8. A team must complete the trail by their own merit, and no one shall assist another team by wilfully pacing it. Wilful pacing means to intentionally assist another team to complete the trail at a faster pace that they ordinarily would, by way of deliberately pacing a team in front of another team with the intention of guiding them around the track. The term, wilful pacing, does not include spectators calling out to teams at the finish line in the form of encouragement and good sportsmanship.

11.9. A musher cannot pace their dog by driving ahead.

11.10. Pulling a dog or forcing the dog to move forward by any means is prohibited.

11.11. If a dog becomes unfit or refuses to advance for any reason, the musher is not permitted to finish the heat, unless the dog can be safely transported on the rig/sled (rig/sled bags are allowed, but they must be well ventilated and not cover the dogs head). In addition, at the RGOs discretion, the following measures can be provided. Any additional measures must be explained at the mushers meeting.

11.11.1. An RGO can provide official dog drop points, which must include a suitably responsible track marshal, a stake out and water. The musher is responsible for staking out their own dog and giving directions to the track marshal.

11.11.2. An RGO can provide an official course vehicle capable of safely transporting dogs.

11.12. Dogs dropped in any of the above circumstances are not permitted to start in any succeeding heats. If these conditions cannot be met, the musher cannot continue. In no case can a team continue if the total number of dogs has fallen below the minimum requirement for that class.

Loose dogs

11.13. All mushers must assume that a loose dog is potentially at risk of endangerment.

11.14. A musher must take all necessary means to reduce the risk of incident if their dog is loose. The musher must accept all available assistance to recover the dog. Other mushers and spectators are encouraged to stop and hold a loose dog. Any actions taken to mitigate the risk of incident in this situation must only be taken when safe to do so.

11.15. A loose team or dog can resume the trail without penalty provided they completed the entire trail, and the musher has received only authorised outside assistance.

Right of way

11.16. In a dual start race, the musher with the lead dog farthest ahead at the end of the chute when the 2 trails join together, has the right of way.

11.17. In the "no-right-of-way" finishing zone, no musher has the right of way over a finishing musher. However, no musher can prevent another musher from passing by blocking the trail or interfering with the dog of a passing musher.

11.18. During a canicross heat starting with a mass start, no musher has the right of way during the entire heat. However, no musher can prevent another musher from passing by blocking the trail or interfering with the dog of a passing musher.

Passing

11.19. When one musher intends to pass another musher, the passing musher can request the right of way (when right of way being any part of the trail which is clear of a team left, right or centre) when the lead dog comes within 15 meters of the scooter, bike, rig or sled or other person in the case of canicross, of the overtaken team.

11.20. The command "TRAIL", "LEFT" or "RIGHT" or words to that effect must be clearly and loudly communicated to the musher being passed by the musher preparing to pass, including in the no right of way zone.

11.21. During the overtaking procedure, the musher overtaking must look at where the trail is clear and use the clear passage to overtake. The musher being overtaken should maintain a position in a straight vertical line to their dog. The overtaking musher must not request the musher being overtaken to change sides of the trail.

11.22. If the passing musher becomes tangled or bunched up in the course of the pass, to allow time to untangle and tighten lines, that musher may require the overtaken musher to halt their dog for up to 30 seconds. This rule does not apply to canicross.

11.23. Once a musher has been passed, that musher cannot repass, so long as the musher in front is making an effort to keep his/her dog moving forward until after no less than 30 seconds or 200 meters for classes with 2 dogs or less, and 60 seconds or 400 meters for classes with 4 dogs and more. How the rule applies to 3 dog classes will depend on which other classes It is being held with (i.e., 2 dog class or 4 dog class). A lesser interval is permitted if both mushers agree. This rule does not apply to canicross.

11.24. After a pass has been completed, the musher that has been passed does not have to halt their team while the other musher does any of the following: repairs gear; unhooks and transfers a dog from one

position in a team to another position in the team (includes loading a dog into a rig/sled bag); goes off the race trail before the above-mentioned distance or time interval has elapsed. This rule is not required in canicross unless the passing resulted in an animal welfare issue.

11.25. A musher coming upon 2 or more mushers stopped together can pass all such mushers after making sure that the passing does not cause any danger for the overtaken mushers. The stopped mushers must make every effort to clear the trail for the passing musher.

11.26. Mushers following each other must maintain an interval of not less than one team length, except when passing or in the "no-right-of-way" zone.

11.27. When a musher is overtaken in the" no-right-of-way", that musher does not have to stop and yield the trail.

11.28. No musher can interfere with another competing team.

12. Temperature

12.1. A thermometer and a hygrometer must be visible in the starting area, in the shade and 50cm above the ground.

12.2. The minimum and maximum temperatures and humidity must be monitored and noted before each heat during the entire race.

12.3. RGO's and the RM must use the below Apparent Temperature Chart to measure the effect humidity has on actual temperature and apply to how classes are run accordingly.

	Full distances raced	Shortened distances	Cannot proceed
Scooter, Bikejor and Rig Classes: Refer to 'Scooter and Rig' section of temperature chart	Apparent temperature in the green shaded area for class	Apparent temperatures between 10 and 14.5 ^{o}C	Actual or apparent temperature exceeds 15 ^{o}C
Canicross Classes: Refer to 'Canicross' section of the temperature chart	Apparent temperature in the green shaded area for class	Apparent temperatures between 18 and 21.5 ^{o}C	Actual or apparent temperature exceeds 22 ^{o}C

12.4. Depending on the race trail (i.e., large section under the sun) or other factors, the RM may impose shorter distances or other measures even if the maximum temperatures and or apparent temperatures etc. above are not reached.

CONDUCT

13. Responsibilities and Sportsmanship

13.1. All mushers are responsible for the conduct of their dogs, their designated handler and themselves whenever in the race area or on the trail. Mushers must treat all race officials, volunteers, and spectators, with respect. Any abuse will result in a minimum of a 2-minute time penalty and could be escalated to disqualification.

13.2. Common sense and good sportsmanship must prevail. If the RM determines that a musher, handler, or dogs conduct at any time in the race area or on the trail is detrimental to the sport/race, that musher may be penalised.

14. Dogs

Abuse of dogs

14.1. Physical abuse of dogs, with or without an implement, is prohibited. If a musher abuses a dog, that musher will be disqualified. Physical abuse of dogs should be reported to the RM.

Dog behaviour

14.2. In order for a musher to use a muzzle, head halter or e-collar as a training aid only (not a performance tool) during a race, approval must be sought from ASSA. The musher must also seek approval from the RGO and RM before every race.

14.3. All dogs wearing a muzzle or any approved training device during an ASSA sanctioned event shall be held as equally accountable as unmuzzled dogs in relation to behaviour.

14.4. In the interests of all mushers, ASSA will provide considered, consistent, fair but effective penalties for offences described in the table below. The offences below may cover many, but not all, incidents that can occur on the trail and may not be all inclusive. However, incidents that are not mentioned can be placed within one of the grades by the RM and Race Jury and dealt with appropriately.

14.5. All adverse dog behaviour must be reported to the RM or Race Officials, including the dog's microchip for future identification. Grade 1-3 incidents must be referred by the RGO to ASSA for further investigation. The RM can disqualify a dog from an event, however only ASSA can ban a dog from future races after an official investigation.

14.6. ASSA dog behaviour incident investigations may result in one of the following actions:

14.6.1. Clear the dog from further action.

14.6.2. Give the mushers a warning and provide musher education.

14.6.3. Upgrade or downgrade the incident to a different grade offence.

14.6.4. Ban the dog from further participation in events until a behavioural assessment has been made by a qualified dog behaviourist.

14.6.5. Ban the dog from participating in any events for life.

14.7. If the RM or race officials become aware of a serious incident involving another dog or a person, they must investigate it even if it has not been reported.

Grade of Offence	Example of Offence	Penalty
Grade 1	Dog biting/attacking a human.	Offending dog disqualified from race and incident referred to ASSA for further investigation.
Grade 2	Dog biting/fighting another team, showing excessive aggression to handlers, race officials or spectators.	Offending dog is disqualified from the race and incident referred to ASSA for further investigation.
Grade 3	Dog attempting to bite another team or moving over and aggressively challenging another team.	First Offence: Time addition of 2 minutes to 5 minutes to heat time. Second Offence: Refer incident to ASSA for further investigation.

Grade 4	Dog growling at another team or humans, moving over and blocking another mushers dogs or coming back at another team after passing. Dogs showing aggression to each other within a team	First Offence: Warning, musher education and a time addition of 30 seconds to 1 minute to heat time. Second Offence: Time addition of 2 minutes to 5 minutes to heat time. Subsequent Offence: Time addition of 2 minutes to 5 minutes to heat time and referral of incident to ASSA for further investigation.
Grade 5	Dog moving over towards another team when passing. Dog moving over towards another team or slowing to stay with another team when passing.	First Offence: Warning and musher education Second & Subsequent Offence: Time addition of 30 seconds to 1 minute to heat time.

15. Animal Welfare

15.1. All mushers must guarantee and be responsible for the welfare of their dogs at all times.

15.2. Rule breaches must be corrected immediately. The RGO and RM must report all serious breaches to ASSA for further investigation and possible referral to government agencies.

15.3. Loose dogs are not permitted in the race area at any time. Mushers and handlers are responsible for ensuring that their dogs are under control at all times.

Means of transportation

15.4. All means of transportation for dogs must guarantee protection against the weather (temperature, wind, rain etc.) as well as against exhaust gas. Dogs must have access to fresh air at all times.

15.5. Dogs transported in the back of utility vehicles must be safe from falling out and depending on the state/territory where transported, may need to be tethered with enough length to lay down but not enough to risk falling from the tray. Safety harnesses should be used when transporting dogs in utility vehicles.

Housing of dogs at races

15.6. Dogs must be securely housed at night in an enclosure being a crate, car, trailer, or dog box. Dogs cannot be left on stakeout lines at night.

15.7. Since dogs vary in size, the dimensions of enclosures cannot be explicit. For safety reasons, boxes must be an appropriate size for the dog; large enough to stretch out, stand up and turn around.

15.8. Enclosures must be kept clean and dry.

15.9. Dogs contained in enclosures must not be unattended for long periods of time. Arrangements must be made by the musher or handler if they cannot attend to their dogs within an appropriate time period.

Stakeouts etc.

15.10. Stakeout chains, drop chains, cables and other tie-on means must be constructed to ensure the dogs comfort and allow some freedom of movement. It must be possible for the dog to lie down and not too long to tangle or injure the dog.

15.11. All material must be in good condition, preventing possible injury. The ends of cable lines must be

wrapped to prevent the unravelling of the ends.

15.12. Dogs at stakeouts or on drop-out chains must not be unattended for long periods of time. Arrangements must be made by the musher or handler if they cannot attend to their dogs within an appropriate time period.

15.13. Mushers and handlers must keep the stakeout area clean, leave no food and dispose of the dog waste appropriately.

RULES ENFORCEMENT

16. Race Violations

Reports by Race Officials

16.1. Race officials must report rule violations to the RM verbally, in person or by another means. All verbal reports must be followed by a written report (See ASSA website "Protest Form") and given to the RM no more than one hour after the completion of all heats for that session of racing.

16.2. The RM must investigate all reports by race officials and inform the reporting official of their decision.

Reports by Musher

16.3. Mushers wishing to report an alleged violation of the rules by another musher can notify the RM as soon as possible following the heat in which the incident occurred. Notification can be verbal.

16.4. All verbal reports must be followed with a written report, given to the RM within one hour after the completion of all heats for that session in which the alleged violation occurred.

16.5. If the musher involved in the incident must leave the race site for medical treatment or vet treatment for their dog, the musher must inform an official they are leaving and provide a verbal report of the incident. The musher will have one hour after they return to the race site to give a written report to the RM.

Rule Enforcing Officer

16.6. RM's and Race Judges are the Rules Enforcing Officers (REO) at an event. REO's are appointed by the RGO and must ensure that the race is run in accordance with the ASSA Race Rules and Procedures.

16.7. RM's appointed for ASSA National Point Score races must hold an ASSA National Race Marshal License from the start of the 2024 racing season. A license is also recommended for RM's at standard club races. Appointed Race Judges are recommended to hold a National Race Judge License where possible.

16.8. If the RM wishes to race at ASSA races that they have been appointed RM, a proxy must be appointed and announced at the race meeting. The proxy RM oversees the race from the class prior to the RM's class until the RM returns. The proxy RM must also complete an ASSA Race Marshal report and sign to be sent to ASSA within 7 days.

16.9. The RM has the ultimate authority and responsibility at the event. The RM is the only official who can decide to disqualify a musher.

16.10. Race Judges have the authority to enforce the Race Rules, but not the authority to disqualify a musher.

16.11. The RM must submit a General Race Report within 7 days after an ASSA National Point-Score Event. A copy of the report can be found on the ASSA website. RGO's are encouraged to submit General Race Reports to ASSA for all other events.

Protests and Hearings

16.12. The decisions of the RM are final unless promptly appealed by the Race Jury.

16.13. Any musher implicated in a report of an alleged violation of the rules will be notified of the protest by the RM and provided access to copies of the written protests as soon as they become available. This must be done before any investigations are conducted.

16.14. Investigations are conducted by the RM. All reports must be investigated.

16.15. Complaints will be determined on the balance of probabilities. That is, for a complaint to be upheld, it needs to be found on balance that the allegation is more likely to have occurred than not.

16.16. As such the RM must examine the evidence (complaint made, response to the complaint, witness statements, video footage etc) to determine if on balance the allegation can be proven.

16.17. There are 3 possible outcomes to an allegation:

16.17.1. The allegation is proven – a penalty or another action as listed in the rules will be applied.

16.17.2. The allegation is proven to not to have occurred – no further action is required. However, the RM may need to ensure that the complaint was not malicious, frivolous, or vexatious. If an allegation is determined to be either malicious, frivolous, or vexatious then the musher who raised the complaint will receive the penalty identified by the type of complaint. For example, if the original allegation was a Grade 1 and the complaint was found to be malicious, frivolous, or vexatious, then the musher making the complaint will receive a Grade 1 penalty. This does not apply in circumstances where a complaint cannot be substantiated.

16.17.3. The allegation cannot be substantiated – that is the evidence can neither prove nor disprove the allegation occurred. No further action other than the incident is recorded.

16.18. Complaints must be made in writing.

16.19. The respondent musher to the complaint has the right to respond to the complaint. They must also bring a support person to any hearing; however, the support person is not to act as an advocate for the musher.

Disciplinary Action

16.20. For violation of any ASSA rule or procedure, the RM can either issue a verbal reprimand, a warning, a time penalty or disqualify the musher from the race.

16.20.1. If an electronic timing chip is placed in a different position than specified at the mushers meeting, then disciplinary action may be taken.

16.21. If the violated race rule or procedure does not mandate any unconditional reaction, the choice of penalties is made according to the following:

16.21.1. Reprimand – for a minor rule infraction with no consequences for any participant and being the mushers first offence in the event.

16.21.2. Warning – for a minor or negligent infraction of the race regulations, which does not give the musher any significant advantage and entails no significant disadvantage to his/her fellow mushers, and it not deemed detrimental to the sport.

16.21.3. Time penalty – for a major infraction of the race regulations, which may or may not give the musher any significant advantage.

16.21.4. Disqualification – when the contestant intentionally, or by negligence, violates the race rules, and this has given the musher an advantage.

16.22. Disqualification is also appropriate in the following cases:

16.22.1. Recurrence - when the musher has already been given a warning or reprimand for the same or similar offence.

16.22.2. Repeat offenses, showing that the contestant is not capable of, or willing to, pay heed to the race rules.

16.23. The decisions of the RM are final unless promptly appealed by the Race Jury.

16.24. Decisions should be announced as promptly as practical, and no later than 4 hours prior to the start of any ensuing heat.

16.25. Any disciplinary action following the final heat of the race must be acted upon prior to the awards ceremony.

16.26. In the case of drug testing, the above time schedule does not apply to allow for laboratory findings and hearings. No disqualification or other action will be taken against any musher for alleged drug infractions pending the results of laboratory tests.

16.27. Warnings and disqualifications are issued in the result list. All disciplinary actions must be mentioned in the RM's report with reference to the violated provision.

Race Jury

16.28. A musher can only appeal the disqualification from a race.

16.29. A Race Jury is made up of 3 people. A Race Jury should be named at the musher meeting before the start of racing, but members can change to avoid conflicts of interest. No member of the Race Jury can be a musher in the class, related to or partners of any of the mushers in the race they are investigating.

Appeals Jury Investigation and Decision

16.30. The Race Jury can conduct a new and independent investigation into any allegation.

16.31. The Race Jury will render a decision following secret deliberations. The Race Jury can affirm, overturn, or modify the decisions of the RM in any way necessary to achieve a correct and just outcome.

16.32. The Race Jury will announce its decisions as soon as possible so as not to interfere with the subsequent heats of the affected class.

DEFINITIONS

AGE OF MUSHER: The age of a musher is regarded to be the same during the whole season and is the age the musher reaches on 31 December following the end of the racing season.

AGE OF DOG: The age of a dog is the age it reaches on the first day of the competition of the specific race it is entered into.

CHECK POINT: A clearly defined and marked area adjacent to the trail, where mushers and officials only are admitted.

CONTROL AREA: A specially defined area before the start and after the finish where only authorised persons are allowed, unless otherwise authorised by the Race Marshal.

ETHOLOGY: The scientific and objective study of animal behaviour.

EVENT: A meeting of mushers for the purpose of competing in one event which may involve several classes.

FINISHING ZONE: A specified stretch of the trail toward the finish line, minimum 500 meters, where special rules for passing apply.

FRIVOLOUS: Not serious or sensible in content, attitude, or behaviour.

GUIDELINES: A rule or set of rules which are not mandatory but highly recommended.

HANDLER: A person assisting the musher at the start, after finish and at other locations.

HEAT: A completion of the trail, or a part of same, after which the ongoing timing is discontinued.

PEEWEE & JUNIOR MUSHER LOGBOOK: Official logbook found on the ASSA website where junior and peewee mushers can document their racing and training activity.

MALICIOUS: Motivated by wrongful, vicious, or mischievous purposes.

MUSHER: A person who drives a dog team entered in the race (including running in canicross).

RACE OFFICIAL: A person appointed by the Race Giving Organisation or the Rules Enforcing Officers, authorised to perform, within prescribed limits, to act on their behalf.

QUALIFIED DOG BEHAVIOURLIST: A professional qualified or experienced in ethology.

RACE: A competition in a specified class and may be comprised of one or more heats.

RACE CHUTE: All designated parking areas, spectator areas, team holding areas, start/finish zones, officiating areas and the trail areas.

RACE GIVING ORGANISATION (RGO): The organisation or organiser in charge of running the event.

RACE JUDGE: The Race Judge has the same authority as the Race Marshal except in the question of disqualification. References to the Race Marshal in these rules also apply to the Race Judge(s), when appropriate.

RACE JURY: The Race Jury includes the Race Marshal, the Race Judges (if present) and any other official the Race Marshal may wish to include.

RACE MARSHAL (RM): The Chief Judge, i.e., the person who has supreme authority at an event. The Race Marshal is the only official who can decide upon a disqualification.

RULES ENFORCING OFFICER (REO): The Race Marshal and Race Judges are the Race Enforcing Officers of the race and are appointed by the RGO.

SEASON: The racing season is considered to be the period within which all events commence and conclude and in Australia that is considered to be a normal calendar year.

SLED / RIG / SCOOTER / BIKE: The vehicle driven by the musher and pulled by his/her dog team during the event.

SLED DOG: A sled dog is a dog, irrespective of the breed or type, capable of being harnessed and of competing in one of the classes listed in the IFSS Regulations without a potential, beforehand, to be calculated risk, of harming the dog's well-being.

STAKE-OUT AREA: A specially defined area where dogs of participating teams are kept when not competing.

STARTING ZONE: A specified stretch of the trail from the starting line, minimum 30 meters long and 3 meters wide, where help is allowed.

VEXATIOUS: Instituted without sufficient grounds, especially as to cause annoyance to the defendant.

APPENDIX A

Apparent Temperature Chart

The Apparent Temperature Chart shows the relationship between actual temperature and relative humidity. That is, the effect humidity has upon the actual temperature (it assumes the wind speed is 0).

To use this chart at a race:

1. Refer to your thermometer and record the temperature and humidity.
2. Along the x-axis of the chart, locate the temperature and on the y-axis the humidity.
3. Record the corresponding Apparent Temperature.

Example 1: The race thermometer records the actual temperature to be 10°C and the humidity is 45%. The apparent temperature is therefore 7.5°C (in the green zone) and recommended that a heat be run its full distance.

Example 2: Actual temperature is 16°C and humidity is 85%. The apparent Temperature is therefore 16.5°C in the yellow zone for bikejor. Scooter and rig classes cannot be run and the distances for bikejor are recommended to be shortened.

Actual Temperature Degrees Celcius

Relative Humidity (%)	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
0	1	1	3	3	4	6	6	8	8	9	11	11	12	14	14	16	17	18
5	1	1	3	3	4	6	6.5	8	8.5	9.5	11	11.5	12.5	14	14.5	16	17	18
10	1	1.5	3	3.5	4.5	6	6.5	8	8.5	9.5	11.5	11.5	12.5	14.5	15	17	18	19
15	1	1.5	3.5	3.5	4.5	6.5	6.5	8.5	9	10	11.5	12	13	15	15	17	18	19
20	1.5	1.5	3.5	3.5	5	6.5	7	8.5	9	10	12	12.5	13.5	15	15.5	17	18	20
25	1.5	2	3.5	4	5	7	7	9	9.5	10.5	12	12.5	13.5	15.5	16	18	19	20
30	1.5	2	4	4	5	7	7.5	9	9.5	10.5	12.5	13.5	14	16	16.5	18	19	21
35	1.5	2	4	4.5	5.5	7	7.5	9.5	10	11	13	13.5	14.5	16.5	16.5	19	20	21
40	2	2.5	4	4.5	5.5	7.5	8	10	10	11.5	13	13.5	14.5	16.5	17	19	20	21
45	2	2.5	4.5	4.5	6	7.5	8	10	10.5	11.5	13.5	14	15	17	17.5	19	21	22
50	2.5	2.5	4.5	5	6	8	8.5	10	10.5	11.5	13.5	14	15.5	17.5	18	20	21	22
55	2.5	3	4.5	5	6	8	8.5	10.5	11	12	14	14.5	16	17.5	18	20	22	23
60	2.5	3	5	5.5	6.5	8	9	10.5	11	12.5	14.5	15	16	18	18.5	21	22	23
65	2.5	3	5	5.5	6.5	8.5	9	11	11.5	12.5	14.5	15	16.5	18.5	19	21	22	24
70	3	3.5	5	5.5	7	8.5	9	11	11.5	13	15	15.5	17	19	19.5	21	23	24
75	3	3.5	5.5	6	7	9	9.5	11.5	12	13	15	16	17	19	20	22	23	24
80	3	3.5	5.5	6	7	9	9.5	11.5	12	13.5	15.5	16	17.5	19.5	20	22	24	25
85	3.5	4	5.5	6	7.5	9.5	10	12	12.5	14	16	16.5	18	20	20.5	23	24	25
90	3.5	4	6	6.5	7.5	9.5	10	12	12.5	14	16	16.5	18	20	21	23	25	26
95	3.5	4	6	6.5	8	10	10.5	12.5	13	14.5	16.5	17	18.5	20.5	21.5	23	25	26
100	4	4.5	6	7	8	10	10.5	12.5	13.5	14.5	17	17.5	19	21	21.5	24	25	27

No Rig, Scooter or Bikejor Classes Beyond This Point

No Canicross Beyond This Point

Run Full Track Distance

Shorten Track Distance

Do Not Run Heat

APPENDIX B

Vaccination Spot Check Procedure

Random spot checks will be conducted at all ASSA affiliated race events, a minimum of 10% of race entrants are subject to spot checks and will be selected by random draw prior to commencement of the event. If you are subject to a spot check, all dogs you bring to the event and any dogs you are racing will be checked, including dogs owned by others. If you race other people's dogs it is your responsibility to ensure they are vaccinated, and you have a copy of the proof if required.

ASSA committee members in attendance at events will be available to the race committee to assist with spot checks and suggest race vet also assists if one is available.

Names of entrants and result of spot checks are to be listed in full on the ASSA Vaccination Spot Check Report form and forwarded to ASSA as soon as practicable.

If entrant is unable to produce valid vaccination or titre test certificate during spot checks, all of their dogs names & respective microchip numbers are to be recorded on the ASSA Vaccination Rule breach form and sent to the ASSA committee as soon as possible during or after the event, Entrant will be given a one weeks grace period to provide their certificates to ASSA committee & club/RGO.

If proof is not provided within the one week grace period, the ASSA committee will investigate the situation and the entrant may be banned from attending any ASSA affiliated event until proof has been provided.

Any breaches of the vaccination rule will be investigated by the ASSA committee and may be subject to an immediate 12-month ban. Proof of vaccination or titre test results will be required at the end of the 12 months ban before entrant may return. Entrants' details will be provided to all clubs & RGOs promptly following the event.

Any breaches of the rule or failed spot checks to be notified to ASSA committee as soon as is reasonably possible during or after the event.

APPENDIX C

Making Trail

Trail requirements

1. The trail must be safe for dogs and mushers. When laying out the trail, special attention must be shown on turns and downhill stretches and constructed with consideration for all teams expected to participate.
2. The trail should not cross itself, however mushers may follow the same trail a second time. In that case, the route cannot not go through the start or finish area on the repeat traverse. If it is unavoidable that mushers must follow the same trail more than twice, the RGO must announce this prior to the race in the race pack or mushers meeting. The deviation from this rule is allowable only due to unpredictable circumstances.
3. Trails should, where possible, be broadly constructed to facilitate passing.
4. There should be sufficient space between the lanes so that teams are unable to distract each other.
5. Trails should be shielded from parking lots and parked cars.
6. Trails should not cross a traffic-laden road on the same level. However, if this cannot be avoided, prior

permission must be sought to block off the road during the competition. Traffic control must be on hand and the trail should cross the road in a 90-degree angle.

7. In Sled Sprint Races, the trail should be designed so that speed is prioritised in every way.
8. The Starting Zone must be at least 30 meters long and be designed so that a team can be entirely removed from the trail.
9. The Finishing Zone must be at least 500 meters long, wide enough for passing and with no sharp turns.
10. The starting and finish lines must be clearly defined.
11. Watering points can be provided at least every 3 km along the trails, so that the dogs may be watered and cooled.

Recommended Distances

12. An RGO or RM may set distances other than the recommended distances or reduce distances (that may have been previously advised for an event) subject to climatic conditions, track availability etc.

    a. Canicross: minimum 2 km, maximum 8 km

    b. Canicross juniors: minimum 1 km, maximum 4 km

    c. Relay (each leg): minimum 0.5 km, maximum 4 km

    d. 1 and 2-dog bikejor class: minimum of 2 km, maximum of 8 km

    e. 1-dog class: minimum of 2 km, maximum of 5 km

    f. 2-dog class: minimum of 3 km, maximum of 8 km

    g. 3-dog class: minimum of 3 km, maximum of 8 km

    h. 4-dog class: minimum of 5 km, maximum of 10 km

    i. 6-dog class: minimum of 5 km, maximum of 10 km

    j. 8-dog class: minimum of 6 km, maximum of 12 km

Trail Marking

General

13. A trail must be marked with enough clearly visible markers, so placed that there will be no doubt for the mushers where to go.
14. All trail markers must be at least 25 cm in diameter or length per side.
15. Only one side of the sign can be coloured to indicate the proper direction of travel.
16. Trail markers must be placed about one meter beyond the edge of the trail, and from 1 m to 1.6 m above the surface of the trail.
17. All markers should be visible as far ahead as practical and at least 30m. Only markers applicable to the class being run should be visible for the duration of that class. All marker changes must be completed before the

commencements of the next class.

18. Information on remaining distance can be indicated by a black negative number on a white sign directly below a blue marker on the same stake.

19. Markers must not be so placed, or made of such a material, that they might constitute a danger for dogs or mushers.

Red Markers (Turn markers, preferably of round shape).

20. Red markers must be used at all intersections and crossings involving turns. The markers should be placed 5 to 20 meters ahead of the point in question at the same side of the trail as to which the teams turn.

21. The same procedure applies for all blind turns on the trail.

Blue Markers (Straight ahead or Confirmation markers, preferably of square shape).

22. Blue markers can be placed on either side of the trail.

23. Blue markers used to indicate the correct trail after a crossing or turn must be placed about 10 to 20m beyond, and should be visible when approaching, the point in question.

24. Blue markers **must** be used:

    a. at intersections or crossings when the trail is going straight through. The blue marker must be placed between 10 to 20 meters ahead of the intersection.

    b. Beyond all intersections, turns or blind corners, which are marked with a red marker. The sign must be placed between 10 to 20 meters ahead of the intersection.

25. Blue markers **should** be used:

    a. every full kilometre along the entire trail. At least every 5 kilometres they should be marked with the elapsed or remaining distance.

Yellow Markers (Caution markers, preferably of triangle shape).

26. Yellow markers may be placed on either side of the trail. Yellow markers indicate portions of the trail, where slow, cautious passage is recommended, e.g., steep downhill, really sharp turns, icy spots. Yellow markers must be placed about 10 to 20 meters ahead of the caution area.

27. If the caution area covers a length of the trail, 2 yellow markers must be placed on the same stake at the beginning of the caution area. The end of the caution area must be indicated with one yellow marker with a diagonal red or black cross.

28. All yellow markers must be presented and explained at the mushers meeting and they must be indicated on the trail map.

Alternate trail markers

29. Alternate trail markers may be used i.e., 5 markers corner method. Should an alternate method be used, it must be demonstrated at the mushers meeting prior to commencement of the race.

Other Markers

30. The end of the Starting Zone must be indicated by markers on both sides of the trail.

31. A white marker must be placed at the start of the finishing zone with the distance remaining (usually 500 m for all classes before the finish line) to indicate the beginning of the finishing or “No-right-of-way” zone.

32. Portions of the trail, where the correct trail is not clearly visible, may be marked with additional markings. Such additional marking must never be considered a replacement for ordinary marking according to this Rule.

33. Marking for night heats. In addition to the trail marking described above, each marker should be equipped with light-reflecting material (minimum 25 cm2).

Trail Blocking.

34. At trail crossings considered so difficult that even good teams may have problems, blockings can be used in addition to marking.

35. A blocking must appear as a physical hindrance for the dogs but cannot constitute any danger for dogs, mushers, or equipment.

36. At trail crossings where different classes follow different trails, there must be a Trail Steward, performing the necessary changes of the blockings after each class and, as necessary, directing/assisting teams to the correct trail.

37. The presence of a blocking or a Trail Steward does not allow for ordinary marking to be omitted.

38. Any section of the trail requiring head on passing should be bunted in such a way as to prevent the two oncoming teams making contact.

APPENDIX D

Helmets

All mushers must wear a properly secured helmet, complying with at least one of the standards listed below, at all times during competition or training at any event held by ASSA or an ASSA Affiliated club. The helmet must have the required standards sticker or marking on the inside of the helmet.

Note: Cycling helmets and snow sports helmets have different standards, and there is no Australian standard for snow sports helmets, so ensure that you have the correct standard for the type of helmet.

Standards for Bicycle Helmets:

- DOT / CPSC - American Standard
- SNELL B-90 or SNELL B-95 - Independent foundation
- AS NZS 2063 - Australian & New Zealand Standard
- EN1078 - European CEN standard

Standards for Snow Sports Helmets:

- ASTM F2040 - American standard for snow sports helmets.
- EN1077 - European CEN standard - can be either Class A or Class B.

It is recommended that you change helmets every 5 years. Helmets are considered one use only, if you have an accident or your helmet becomes damaged in any way, then it should be discarded immediately and replaced.

APPENDIX E

Seeding Formula

When hosting a race where seeding is used to determine the starting position of competitors the following shall apply:

1. The competitors shall leave the start chute in order of fastest seed value first within tier 1, followed by tier 2 then followed by tier 3.

2. Combined classes shall be run in order of seed value across the entire mixed grouping.

3. To be allocated with a tier 1 or tier 2 seed value a competitor must be a current ASSA member as well as during the preceding year in which they obtained the results used for their current seed value calculation.
   a. All non-ASSA members shall be allocated a tier 3 seed value.

4. Each competitor shall be allocated with a class specific seed value based on each Open class they have had results in for the preceding year.

5. Class specific seed values each year may differ based on results and shall be an average speed allocated to a competitor using the following formula:

   Tier 1 Seed:

   a. Value allocated to a competitor by calculating the mean of their fastest average speed results across 2x point score races in the preceding year. If a competitor has completed more than two point-score races, their fastest results shall be used to assign a seed value.

   Tier 2 Seed:

   b. Value allocated to a competitor by using the average speed from 1x point score race result if this is all that is available from the preceding year.

   Tier 3 Seed:

   c. Applies when there are no results from any point score race in the preceding year or if the competitor is a non-ASSA member. All tier 3 competitors shall be allocated a value of 0 and will start behind tier 1 and tier 2 seeded competitors in randomised bib order.

6. In cases where competitors enter a rig or scooter class where they have no result from the same team size in the preceding year, a competitor shall have an overall seed value that they may declare based on the following class groupings:
   a. Rig Class – Includes values calculated from 8 Dog Open, 6 Dog Open, 4 Dog Open and 3 Dog Open
   b. Scooter Class – Includes values calculated from 2 Dog Open and 1 Dog Open
7. Overall seed value shall be allocated to a competitor by using the lowest class specific seed value earned in any class that falls under each of the four groupings.

8. If a competitor chooses not to declare an overall seed value, then they will automatically be allocated as a Tier 3 Seed for that race.

Worked Examples

Race Results 2023

Jane Doe	**DR4**	NVSDC 33kmph	SASDC Trophy 31kmph	SDRQ Red Mile 30kmph
John Deer	**DR4**	NVSDC 29kmph	SASDC Trophy 27kmph	SDRQ Red Mile 28.5kmph
John Deer	**DR3**	NVSDC 27kmph	SASDC Trophy 26kmph	SDRQ Red Mile 26kmph
Jill Smith	**DR4**	NVSDC 31kmph	SASDC Trophy 30kmph	
Jack Brown	**DR4**	NVSDC 28kmph		
Tom Fell	**DR4**	DNR	DNR	DNR
Sarah Gent	**DR4**	DNR	DNR	DNR

Seeding for DR4 2024

Jane Doe	**32 (Tier 1)**
John Deer	**28.75 (Tier 1)**
Jill Smith	**30.5 (Tier 1)**
Jack Brown	**28 (Tier 2)**
Tom Fell	**0 (Tier 3)**
Sarah Gent	**0 (Tier 3)**

Seeding for DR3 2024

John Deer 26.5 (Tier 1)

Race Order for ASSA RACE DR4 2024

Jane Doe 32 (Tier 1)
Jill Smith 30.5 (Tier 1)
John Deer 28.75 (Tier 1)
Jack Brown 28 (Tier 2)
Randomised Tier 3s =
Sarah Gent 0 (Tier 3)
Tom Fell 0 (Tier 3)

If Jane Doe wanted to also enter a seeded DR3 class in 2024, but had no DR3 race results, she could declare her DR4 seed value as her overall seed for any rig class in 2024 which means it would apply for DR8, DR6, DR4 & DR3. If John Deer wanted to enter a seeded DR3 class in 2024, his seeded value of DR3 calculated from his 2023 results would need to be used even though he also has a seed value for DR4. If he wished to enter DR6 (neither DR3 nor DR4) then he could declare his overall seed value for rig class which would be the lower of the two seed values he has earned in DR4 and DR3, being his DR3 value of 26.5 (Tier 1).

Combined Classes – E.G 6 & 4 or 3 & 2 Dog Open
If two classes, such as 4 and 6 Dog Open were combined, then racers should be sent out in overall seed value which may be mixed depending on the values of the competitors in the grouping, rather than separating and ordering by class. For example, depending on the value held by competitors who have entered, a race order of six teams (3x in 4 Dog and 3x in 6 Dog) in a heat could be 4, 6, 4, 6, 6, 4 instead of 6, 6, 6, 4, 4, 4.

DOCUMENT CONTROL

VERSION	DATE	AUTHOR(S)	REVISED RULES	COMMITTEE APPROVAL DATE
2	17/07/2020	Rules Sub-Committee	• Based on IFSS rules, with amendments to suit Australian conditions.	17/07/2020
2.1	21/04/2022	ASSA Committee	• Incorporate bikejor temperature rule change as per motion passed at AGM. • Updated to reflect members comments on annual rule review.	21/04/2022
2.2		ASSA Committee	• 1.2.5 added for electronic timing. • 6.5 updated for review post 2023 season. • 7.9 and 7.11.1 Updated wording for cutters to make it clear what is accepted and not accepted. • 9.5 and 9.6 wording updated. • 10.5 added. • 10.8 removal of repetitive sentence. • 10.40 added for electronic timing. • 14.3 added. • 16.7 updated years. • 16.20.1 added for electronic timing.	12/04/2023
2.3		ASSA Committee	• 3.4 Update regarding disqualified mushers racing on day two. • 4.5 18 months age recommended to be reviewed at end of 2024 season. • 5.4 Titre testing updated to only require parvovirus and distemper on results. • 5.9 vaccination exemptions updated wording for medical and health-based reasons. • 7.3 brakes recommended on all wheels this will be reviewed at end of 2024 season. • 10.3 wording updated. • 10.3.1 added that if using seeding in 10.3 must be announced prior to mushers entering. • Appendix E added with formula and examples for 10.3. • 11.8 updated to explain pacing and what it means for our rules. • 16.7 updated to show RM licence is now required from start of 2024. • 16.8 updated to allow dual RM's at pointscore races. • Appendix C, number 38 updated for head on passing.	29/02/2024