



## SKIJORDUE 2024 COMPETITION RULES

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 [www.skijorcanada.com](http://www.skijorcanada.com).

A team consists of horse, rider & slider, ( 2 sliders in Relay.) All fields/names must be completed upon entry submission. Substitutions will not be accepted.

\*There will be no refunds for individuals who register without meeting these requirements.

Teams may compete in any or all events.

Horses may only run ONCE per event & in the final of heat event if qualified.

Riders & Sliders may compete a maximum of TWO times per event. In the case of qualifying more than once for finals heat event, the final team will be decided by a coin toss. Final team must be identical to one qualifying team.

All sliders\* (this term encompasses both skiers & snowboarders throughout this document) must wear approved snow sport helmets. Eye protection is recommended.

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.

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.

CIRCUIT - INDIVIDUAL. Gun or flag start. Timing determined by horse's nose crossing the start/finish line, provided slider finishes in accordance with above rule H.

SPRINT - HEATS. Gun or flag 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. Final team must be identical to one qualifying team.

RELAY - HEATS. Gun or flag 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. Final team must be identical to one qualifying team.

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.



**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.

**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**

**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.

**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.

**CIRCUIT:** A five second penalty is assessed for each missed element, ring or gate.

**CIRCUIT:** A five second penalty is assessed for any horse breaking the plane of any jump, hitting a gate, or hitting a timing device.

**CIRCUIT:** Any horse or slider touching the course boundary line is disqualified.

## **COURSES**

\*Course layouts & lengths subject to change according to weather conditions.

**CIRCUIT:** Individual timed runs. Curved track approx. 250m. Jumps not exceeding 1m height, gates, rings, rollers & berms.

**RELAY:** Heats. Straight track approximately 200m. Rider takes Slider 1 out across line, drops Slider 1, picks up Slider 2 & continues to finish line.

**SPRINT:** Heats. Straight track, approx. 200m.

**LONG JUMP:** Individual distance, max 2m high, sloped landing.

## **EQUIPMENT**

Horses to be ridden in Western saddle with horn & bridle with bit or hackamore.

Ropes must dallied (wrapped) around saddle horn, no tying of ropes to anything/anyone.

Ropes must be 3/8 or larger in diameter, a minimum 30 feet in length & maximum 50 feet in length.

Handles & loops are NOT permitted.



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.  
All sliders must wear approved snow sport helmets.  
Helmets & protective vests are recommended for riders.  
Traction shoes & protective boots are recommended for horses.  
Hoof boots are not permitted.

## **SPORTSMANSHIP**

Good sportsmanship is essential 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 relationship to all fellow competitors, staff & volunteers.

Marshals are to be obeyed at all times.  
Competitors may not consume alcohol before or during competition.  
Marshals &/or veterinarians may excuse any competitor (human or equine) from competition for unsuitable tack/equipment and/or behaving in an unsafe or unsound manner, including inhumane treatment of horses.

Failure to obey the marshals or comply with the spirit of friendly competition at any Skijor Canada event may result in the disqualification of your team, forfeit of entry fees &/or prize monies and banishment from future Skijor Canada events.

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

### **Please note changes for 2024:**

Entry fee \$150/team/event. Competitor pass includes admission for riders & sliders.

Individual circuit race runs, (electric eye or stopwatch timing) start at 10am. Top 5 times come back at 1pm, course may be same or new depending on weather conditions..

No GPS timing system, we cannot ensure that heat groups on a walking start hit the start line at the same speed which creates variance in heat times, so that very expensive timing system is ineffectual  
Sprint/Relay will be 5 heats of 5, the winner of each heat will come back for final. There will be a 10 minute break between heat 5 and the final run.

Trophy presentations will be immediately after each event. We've ordered champion trophy buckles for sliders & riders, coolers for horses & have some rad swag to prize out. Cash payout amounts will depend on how many enter, at minimum entry fee returned to 3rd place.



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