

Skijoring the Bear Rules and Regulations

1. Divisions & Criteria

1. OPEN - Open teams are considered to be intermediate/ experienced skill level. A team consists of horse, rider and skier. **Horses and skiers in the Open Division may not cross-enter into the novice class.** Buckles and cash prizes to winners
2. NOVICE - Novice teams are considered to be beginner/ intermediate level competitors riding horses that may not have speed enough to be competitive in the open class. Any horse that wins 1st place in this class twice must move to a higher level of competition for the following year's event. Any skier that wins 1st place in this class twice must move to a higher level of competition for the following year's event. Buckles and cash prizes to winners
3. ROOKIE - Beginner skiers (level 1) Skier has limited skiing experience. Rider has limited experience competing. Youth under 10 are recommended to enter this division. Any skier that places in this division must move to a higher level of competition for the following year's event. Buckles and cash prizes to winners.

2. Competition Rules

1. Rules are the same for Open, Novice, Rookie.
2. Entree fees will be due at sign up.
3. All skiers should wear approved snow sport helmets. Eye protection is recommended. If a skier is under 18, parent/ guardian must sign parental consent forms and be present at the event.
4. Helmets and protective vests are recommended for riders. If the rider is under 18, parental consent form must be signed and the rider should wear a helmet and protective vest is recommended.
5. A horse can only run 2 times and can NOT cross enter divisions.
6. If there are more skiers entered than riders, horses and riders may run again via random draw.
7. Substitutions: No substitutions are allowed for any team member (horse, skier or rider). If any team member cannot compete for any reason, the team will be disqualified. No refunds will be given.
8. Staging between runs: (The Sparby Rule) each team is allowed four minutes to complete staging and begin the race. After this allotted time has expired, the competitors will be asked to leave the staging area. The team will be allowed one more attempt to

race at the end of the division. If the staging time is again exceeded, that team will be disqualified from that day's competition. The allotted four-minute time period will begin with the declaration of a clear track.

9. Finishing the Race: the skier must finish in an upright position and on at least one ski, with rope in hand when crossing the finish line. Both skier boots must cross the finish line.
10. Gates: both ski tips and both boots must go around a gate, or the gate is considered missed.
11. If the skier drops the rope before crossing the start line, he/she will be allowed a restart, immediately.
12. Technical delegates may advise event organizers to pull competitors from a race if they see the team is not fit to compete. Event organizers have the final decision.
13. All performance-enhancing drugs are prohibited and will not be tolerated. Skijoring the Bear and event organizers have the final say in related matters.

3. Penalties

1. A five (5) second penalty is assessed for each missed jump or gate.
2. A five (5) second penalty is assessed for any horse breaking the plane of any jump, hitting a gate, or hitting a timing device (i.e. clapper boards).
3. There is a two (2) second penalty for each ring that is missed or dropped.
 1. If the ring falls off of standard prior to the approach, no penalty for missed ring or if ring comes apart or is broken, no penalty for missed ring.

4. Safety

1. Horses: race officials will have the authority to scratch a horse for health reasons or concerns pertaining to the safety of the horse and the image of the sport. Any member of the organizing committee can require a horse to be examined prior to racing.
2. Protective legwear: It is highly recommended that horses be outfitted with bell and splint boots on each foot (4).
3. An ambulance crew will be on site. Service, if needed, will be charged to the benefactor.

5. Disputes

1. If a team member has a concern regarding his run, that concern must be brought to the attention of the Arena Judge as soon as possible after the run but not later than the start of the next class. A Protest Committee consisting of 3 non-competing members, experienced in the event, schooled in the rules and

selected to have no conflict of interest, will consider the concern presented and make a decision not later than the start of the next class. Technical delegates can be advisors in the protest but cannot be a judge. The decision of that committee is final and all involved are asked to accept that decision in the spirit of friendly competition.

2. Dispute/Protest Fee is \$20 nonrefundable.

6. Course

1. Length: approximately 600 to 900 feet from start to finish gates.
2. Run Out: a horse run out shall be at least, if not more than, 1/3rd of the course length from finish.
3. Gates: breakaway style where skier goes right of red gates and left of blue gates.
4. Jumps: typically three jumps, approximately five feet in height with flatten tops.
5. Rings: typically used on straight tracks, two sets of three to four rings.
6. Fencing: safety and spectator fencing should be put up at the discretion of organizers and course setters.

7. Equipment

1. Ropes are to be 33ft in length for straight courses, 3/8" or larger in diameter is recommended. Handles and loops on ropes are not permitted.
2. Attachment is to the saddle horn or behind the saddle. If the attachment is behind the saddle it must be secured to the primary rigging rings of the saddle via a narrow diameter, non-elastic rope, so that pulling rope is within an approximate six inches of the cantle, carabineer included. Prior to the race the Start Master or his designee must approve the length of the rope and any attachment to the saddle.

8. Sportsmanship

1. Good sportsmanship is important to the success of our event and the image of the community. Your registration signature pledges your word to the humane treatment of your horse and respectful relationships to all fellow competitors and volunteers hosting this exciting competition. Failure to 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.

