

RULES AND REGULATIONS

SAN JUAN SKIJORING

San Juan Skijoring rules are designed to create a fair competitive event, as well as to ensure safety for competitors, horse and human alike.

DIVISION AND COMPETITION CRITERIA

- **OPEN SKI CLASS:** Teams are considered to be the highest skilled competitors with the fastest and most skilled horses. The Open class will consist of all match teams. Skiers are limited to **4 entries** in the open. Skiers entered in the Open Ski **cannot** compete in the Sport or Novice. Competitors **cannot** enter an identical team (skier, horse, rider) more than one time. -no team caps
- **OPEN SNOWBOARD CLASS:** Teams are considered to be the highest skilled competitors with the fastest and most skilled horses. The Open Snowboard class will consist of all match teams. Snowboarders are limited to **4 entries** within the Open Snowboard class. Boarders entered in the Open Snowboard **cannot** compete in the Snowboard Lite. Competitors **cannot** enter an identical team (boarder, horse, rider) more than one time. -no team caps
- **SPORT CLASS (Amateur):** Teams are considered to be intermediate level skill participants riding horses that may not have the experience to be in the Open Class(s). Sport class will consist of all match teams. Skiers are limited to **3 entries** in the Sport class. Skiers entered in the Sport **cannot** compete in the Novice or Open. Competitors **cannot** enter an identical team (skier, horse, rider) more than one time. – capped at 50 teams
- **NOVICE/EXHIBITION CLASS (Beginners):** Teams are considered to be new to the sport, beginner level competitors riding horses that may be brand new to the sport. Novice class will consist of 1 match, 1 draw format. Draw teams will remain the same throughout the event. Skiers are limited to **2 entries** in the Novice class and one of those entries **must be a draw**. Skiers entered in the Novice **cannot** compete in the Sport or Open. Competitors **cannot** enter an identical team (skier, horse, rider) more than one time. – capped at 20 teams – total of 40 runs
- **SNOWBOARD LITE CLASS:** Teams are considered to be new to the sport, beginner level competitors riding horses that may be brand new to the sport. Snowboard Lite class will consist of 1 match, 1 draw format. Draw teams will remain the same throughout the event. Boarders are limited to **2 entries** in the Snowboard Lite class and one of those entries **must be a draw**. Boarders entered in the Snowboard Lite **cannot** compete in the Open Snowboard.

Competitors **cannot** enter an identical team (boarder, horse, rider) more than one time. – capped at 15 teams – total of 30 runs

- JUNIOR CLASS: (Kids 13 and under): Teams are considered to be kids not yet old enough for the Novice Class but who want to compete. This also helps build the sport for future years. Both the rider and skier must be 13 and under to be eligible for awards. There will be mandatory gates for this class and all teams will be match format. -no team caps
- SWITCH-A-ROO: Team members must switch spots from Saturday to Sunday. If you ski/snowboard on Saturday, you have to ride the horse on Sunday and if you ride on Saturday, you have to ski/snowboard on Sunday. The same horse must be ridden each day. The Switch-a-Roo class will consist of all match teams. The track will be set to accommodate all levels of skiers and snowboarders. There is a 2 entry limit for Switch-a-Roo, and you **cannot** enter an identical team (skier/snowboarder, rider, horse) more than once. -no team caps

SKIER, RIDER FORMAT– MATCH & DRAW RULES

1. All teams in the Open, Open Snowboard, Sport, and Switch-a-Roo Class will follow a Match format. Skiers and Riders must have a team created to enter competition.
2. The Novice and Snowboard Lite Classes will follow the 1 Match, 1 Draw format. For every Match team entered there will also be a Draw team created. Draw teams will remain the same throughout the weekend. Teams that choose not to compete in the draw cannot match for a second run.
3. All teams in the Junior Class will follow the Match format. We will work to make sure every interested junior gets the chance to compete. If we are short on Junior Riders or Skiers, an adult will be allowed to fill in, but that run will not be eligible for the buckle.

SKIER/SNOWBOARDER RULES

1. No Skier/Boarder may compete more than 4 times per day, exception for Switch-A Roo division.
2. A skier/snowboarder can choose their division of competition and is not required to advance to the next class if they win their division.
 - a. However, if they win a division more than once they must be able to take grief from other competitors for not moving up.
3. A skier or snowboarder must follow the division and competitor criteria for number of entries per division.

- a. Skiers and Snowboarders must stay within their class of choice unless they enter the Switch-a-roo. IE: a competitor cannot ski in the Sport and Novice, or a boarder cannot compete in both Open Snowboard and Snowboard Lite.
 - b. Skiers and snowboarders cannot compete with an identical team more than once in each class.
4. All skiers and snowboarders must wear approved snow sport helmets.
 - a. Protective Eyewear is recommended.
 5. Any skier/snowboarder under 18 must have parent/guardian sign a parental consent form.
 - a. Parent or Guardian must be present during signup and competition.
 - b. Protective Eyewear and helmet must be worn during competition.

RIDER RULES

1. A Horse **cannot** split divisions with the exception of entering the Junior or Switch-A-Roo
2. A Horse may not run more than two times in a day.
 - a. One exception can be made for horses in the Junior, and Switch-a-Roo divisions.
3. Horses should be in physical shape to participate in the extreme sport of skijoring.

RULES OF COMPETITION – GENERAL

1. Races will start on time. Please be ready.
2. The Sparby Rule: Each team is allowed **3 minutes** to complete staging and begin their run. After the allotted time has expired the team will be asked to leave the staging area. They will have one more chance to start successfully or they will be disqualified for that run.
 - a. Teams that are drawn to compete at the beginning of their division will not be allowed to roll to a position further down the order if their Sparby time runs out. Their 2nd try will begin immediately, and disqualification will occur if they cannot start by the end of the second Sparby time.
3. Substitutions are allowed for any team member (horse, skier or rider) prior to the competitor meeting on Saturday. After the competitor meeting on Saturday there will be NO substitutions. Substitutions for exhibition runs can be allowed if approved, but not guaranteed, by the field judges. Exhibition runs will not count towards placing.
4. If a horse, rider, or equipment is deemed unsafe the rider and horse can be asked to leave at any time by the Start Judges or the Arena Judge.
5. If the Skier/Snowboarder drops the rope BEFORE crossing the start line when the rider and horse has clearly started down the track, he/she will be allowed a restart. If the skier/snowboarder drops the rope on the second attempt to start, the team will be disqualified for that run.

6. Skiers/Snowboarders must finish with rope in hand and have at least one ski or snowboard on when crossing the finish line.
7. Skiers - Both ski tips and both boots must go around a gate, or the gate is considered missed.
8. Snowboarders must go cleanly between both brush gates or the gate will be considered missed.
9. There will be a 5 second penalty added for every missed gate.
10. There will be a 2 second penalty added for every missed or dropped ring.
 - a. You must carry rings through the finish.
11. Timing Equipment hit by a horse at the start will be given one warning for that run and hitting it a second time will result in a disqualification for that run. Timing Equipment hit by a horse at the finish will result in a disqualification for that run.
12. If a horse goes through the finish but does not hit the timing equipment a 5 second penalty will be added.
13. All performance-enhancing drugs are prohibited and will not be tolerated. Random drug testing may take place on either day of the event. San Juan Skijoring will follow the protocol of our on-site Veterinarian when it comes to performance-enhancing drugs.
14. Protests must be voiced by the skier/boarder or rider to the Finish Judge or Arena Judge before the start of the next run. The Arena Judge will have the final ruling before the start of the next run.
 - a. Any competitor has the right to throw a flag before the next run begins if they believe that the previous team has a penalty that wasn't called and the Arena Judge will assess.
 - b. If a gate is missed that isn't flagged, competitors have the right to protest that night with "clear, 100% footage" to assess a penalty for the missed gate. A unanimous decision must be reached by the protest committee for a penalty to be assessed.
 - i. This rule is put in place to keep competition fair, and integrity at the highest level. Any competitor can "call out" any other team.
 - ii. **Protests must be made at the Ouray County Event Center by 6:00 p.m. on Saturday night for Saturday's runs, or 6:00 p.m. on Sunday night at Ouray Elks Lodge 492 for Sunday's runs. Protests after this time will not be heard.**
 - c. If a penalty is assessed at the race and a protest is lost, that call will **not** be changed.
15. The following will result in a disqualification:
 - a. Infraction of any state or federal law which exists pertaining to the exhibition, care, and custody of horses within the state or country.
 - b. Abuse of an animal on the track and/or evidence that an act of abuse has occurred at any time on the Ouray County Fairgrounds premises.
 - c. Failure to dismount and/or present horse and equipment to any official or Veterinarian.
16. All horse warm-ups will be done in the horse arena. Unless otherwise announced, there will be no restrictions against horses inspecting the skijoring track.

17. Please do not open your horse up beyond a slow lope during inspection.

18. No horses are allowed on the racetrack.

HORSE SAFETY & TREATMENT

- Water for horses will be available and easily accessible at the race venue.
- The on-site veterinarian will have the authority to scratch a horse for health reasons or concerns pertaining to the safety of the horse. Any member of the organizing committee can require a horse to be examined by the veterinarian prior to racing.
- No person may abuse a Horse during an Event or at any other time. "Abuse" means an action or omission, which causes or is likely to cause pain or unnecessary discomfort to a Horse, including, but not limited to:
 - Whipping or beating a Horse excessively
 - Subjecting a Horse to any kind of electric shock device
 - Using spurs excessively or persistently
 - Leaving a Horse without adequate food, drink or exercise

Any person witnessing an Abuse must report it in the form of a Protest, without cost immediately. If an Abuse is witnessed during or in direct connection with an Event, it should be reported as a Protest to an Official.

RACE EQUIPMENT

- San Juan Skijoring will provide ropes for competitors, though competitors are allowed to bring their own ropes.
- Any rope not supplied by San Juan Skijoring must be inspected and approved by the Start Master or his designee prior to the start of the race.
- Ropes cannot exceed 50 feet in length.
- Ropes must be 3/8" or larger in diameter.
- Handles are not permitted on ropes.
- Attachment must be 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 by a non-elastic attachment so that the pulling rope (including quick release if in use) is within 6 inches of the cantle. Prior to the race, the Start Master, or his designee may inspect any attachment to the saddle. Attachments found that are longer than 6 inches will require the competitor to fix the length or a disqualification for that run will occur.
- Quick release shackles are highly recommended.
- Electronic timing and backup timing will be provided to ensure accurate competition times.

SPORTSMANSHIP

Good sportsmanship is important to the success of every event. Registration signature pledges a competitor's word to the humane treatment of their 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 banishment from future competitions.