

# Vista Snow Snake & Sled Race Competition Rules

## Sled Race

- 1- All decisions by the judges are final.
- 2- Any team interfering with another competitor in any way will be disqualified.
- 3- The trail patrols will be the same team for the sled race.
- 4- Depending on patrol sizes on the weekend, a limit on the number of mushers may be set before the racing starts.
- 5- Each team will start and run out, around the cone and back to the start line where they started. Their time will be scored when the sled and **everyone** on the team is across the finish line. **Note**—There will be a 10 second penalty if the cone is hit or moved in any way.
- 6- Each team will push, pull, or a combination of both, their sled with one team member of their choosing riding in the sled.
- 7- The sled with the fastest time will be the winner.

## Snow Snake Competition

Note – There will be three snow snake areas, a practice area, the distance competition area and the accuracy competition area. You can have as many throws in the practice area as a team wants. The distance competition will be held first.

- 1- All decisions by the judges are final
- 2- The longest throw will win the distance competition. Each team will get 1 practice throw and two attempts for distance. The longest throw will win.
- 3- The person coming the closest to the line but not touching or going past will win the accuracy competition. Each team will only get one throw for the accuracy competition.
- 4- Competitors throwing turn will be determined by drawing numbers.