

## CMM Passing Guidelines (Dryland)

Remember: The faster team has the right-of-way.

### PASSING A SLOWER TEAM

When passing a slower team, communicate what you want the slower driver to do. Should they stop their team or just slow it? Sometimes if you are moving a lot faster, its best not to say anything. Just run on by without alerting their dogs and allowing them to turn into your path. Don't assume that if you say nothing to them as they watch you approach that they will know what you want them to do. There are a lot of new(er) mushers out there now (and some old ones that may need reminding), so COMMUNICATE....

### BEING PASSED BY A FASTER TEAM

Always glance behind you for faster teams. Be aware of who is with you on the trail. Don't stop your team in front of a passing team unless that driver tells you to. Keep your team moving forward as it will lessen the possibility of both teams getting tangled. Try to keep your team on the right side of the trail so the passing team has some room to get by. Always try to slow down or stop if you are asked to.

Once you are passed it seems the competitive spirit kicks in and your dogs may pick up the pace to try to "catch" the passing team. DO NOT try to race with the passing team. You have been caught, passed and beaten by a faster team. It benefits both teams for you to follow behind AT ONE TEAMS LENGTH. It may be necessary to continue braking to keep your team slower until the passing team can pull away. By following, you will increase your speed over your competitors as long as your dogs will chase the faster team. It is always best to talk to the driver either starting in front or behind you in a race. If you know they will catch you, ask them what they want you to do when they do. If you know you will catch them, tell them (nicely) what to expect when you do. By communicating with each other, it will lessen any tangles or problems which you might encounter on the trail.

### REPASSING

If you have been passed, you must wait 2 minutes or about 1/2 mile before repassing the team that just passed you. However, if that team becomes tangled on the pass, they may require you to stop and wait until they are untangled before both of you proceed. If you come upon some teams stopped, you can pass them without waiting for them to start again. They then must wait the time or mileage requirement before repassing you.

The last ½ mile before the finish line is a FREE ZONE. In the 'FREE ZONE', there are no passing rules. You can race together and fight it out to the finish line. But again, if a faster team catches you in the FREE ZONE, it is to your advantage to let them by and follow them in.

### IF YOU ARE IN DOUBT...

- 1) Ask the musher who will be passing you what they want you to do
- 2) If you think you have a dog that will cause trouble, leave him behind – don't risk it!
- 3) You can always stop and hold your leaders (by the harness is best).