



CopperDog 150 Volunteer Do's and Don'ts

Do:

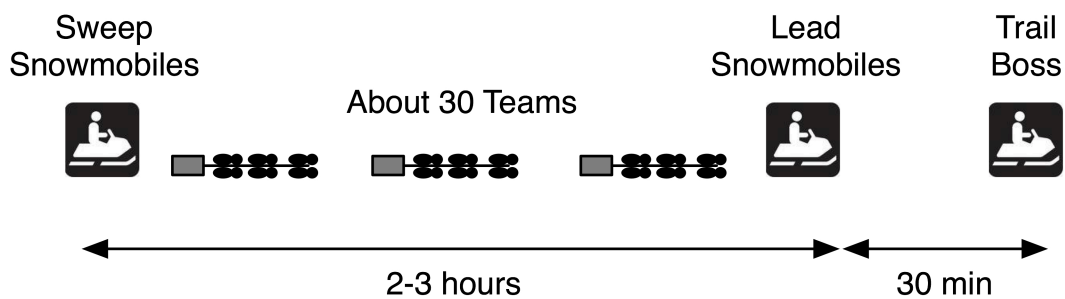
1. Wear a reflective safety vest at all roadside crossings, even in daylight.
2. Park your car far off the road with the hazards flashing, even in daylight. The presence of multiple cars with flashing hazards is a great way to alert traffic to your presence and avoid an accident.
3. Bring a flashlight or, preferably, a head lamp to nighttime crossings.
4. **Show up early to your scheduled location. The times given on the official schedule indicate when dog teams can theoretically show up at your checkpoint. There is no buffer time included in the schedule.**
5. Bring a shovel and place a small layer of snow across the road.
6. Use a secondary signaler in case of a blind corner to relay stop/go to the crossing guard.
7. Err on the side of caution. Stop teams if there is any doubt.
8. Politely correct other volunteers who may be unaware of race policies and correct procedures at road crossings.
9. Have a good time, make a safe bonfire, grill some food, share your hotdogs with the mushers (don't feed the dogs – sorry – that should be in the next list).

Do Not:

1. Don't feed the dogs.
2. Do not stop traffic.
3. Do not allow cars to stop and observe the race from the road. Encourage them to promptly park in a safe location and walk back to watch.
4. Do not leave an unattended bonfire, debris, or trash at your checkpoint.
5. Do not contact the dogs unless the musher specifically asks for your assistance, or an emergency situation is imminent.
6. Do not yell, jump up-and-down, or otherwise try to get the dogs' attention or deter their course.
7. Do not bring pets to any CopperDog 150 events.



Copper Dog 150 Guide to Road Crossings



1. You may not stop vehicle traffic for a crossing dog team. You must stop the dog team instead. Local authorities such as police or fire may have the jurisdiction to stop traffic at some locations, but volunteers do not have this authority.
2. If there is any doubt about vehicle traffic or if there is poor visibility along the road err on the side of caution and stop every dog team, even if only for a few seconds to ensure a safe crossing.
3. Here is a step-by-step guide to stopping a team
 - a. Do not block the trail with volunteers. Have the volunteers line the sides of the trail along the stopping area so the dogs can see their way through. If you block the trail the dogs will balk and cause a tangle.
 - b. When the musher slows down in the stopping area using his/her brake have 2 or 3 people grab onto the sled. **The first contact with the team should be with the sled – not the dogs or the lines.**
 - c. Two or three volunteers holding the sled may be sufficient to hold the team while traffic passes. Once the team is stopped ask the musher, *“Would you like us to hold your leaders?”* If yes, then the Runner should grab the neckline between the two leaders. Make sure the Runner does not stand directly in front of the team, but is instead off to the side. If no, then make no contact with the dogs.
 - d. Once traffic is clear the Runner (if used) guides the lead dogs across the road to the other side. The Runner should stay to the side of the team, not in front!! The Runner should be fast!!

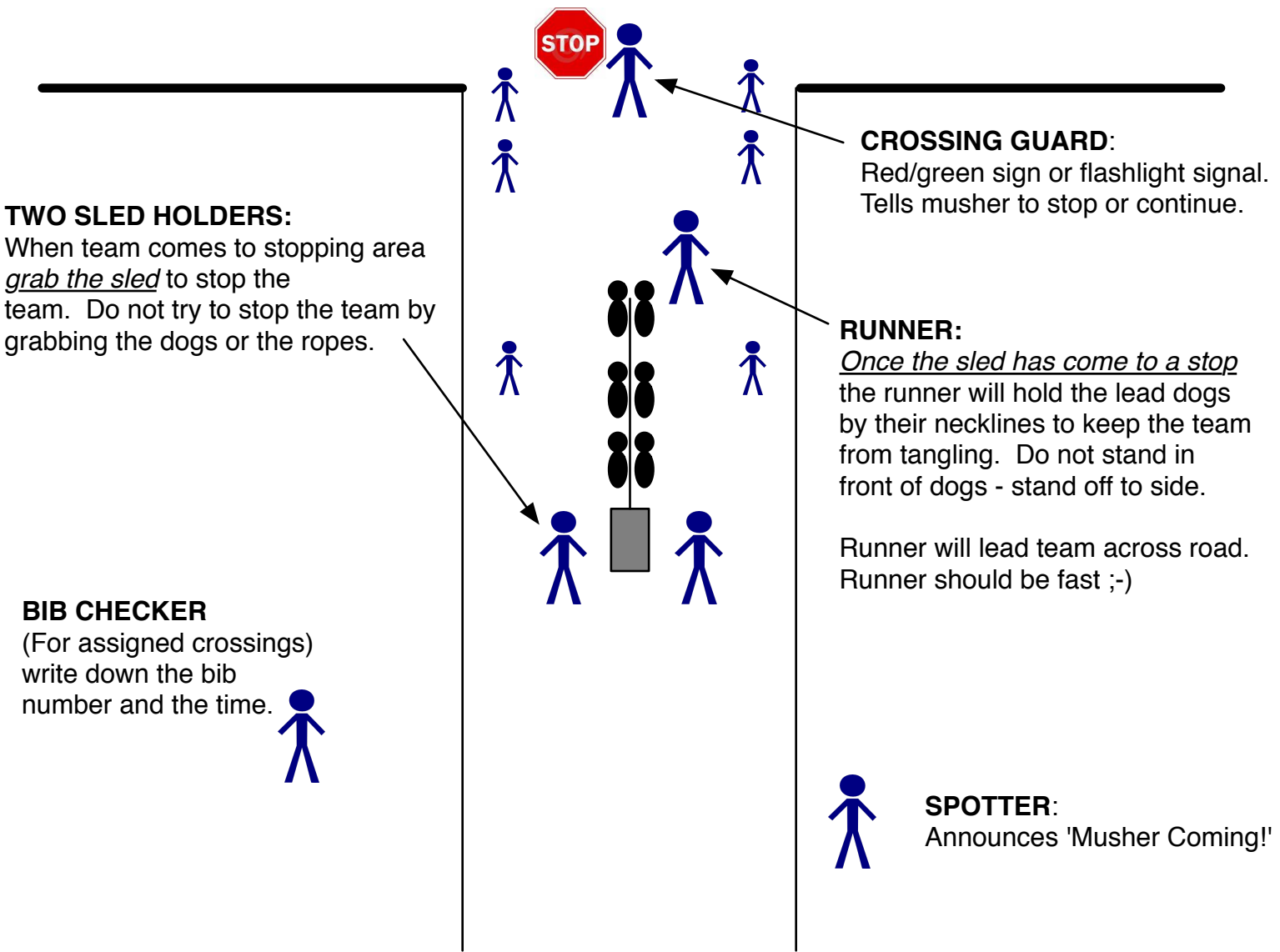
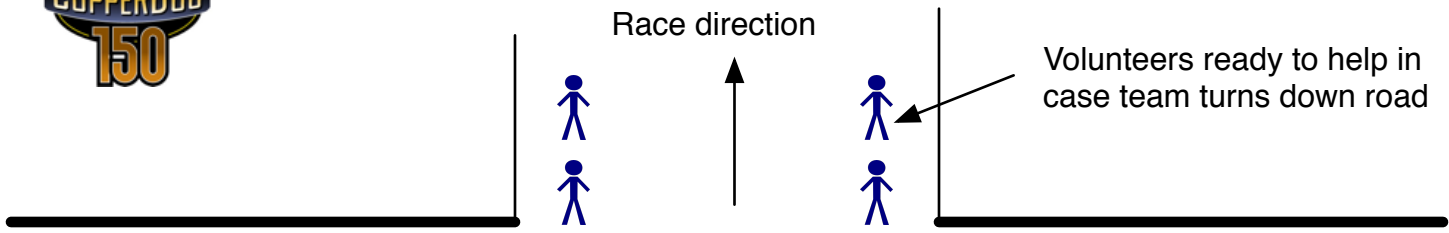
4. The key to a successful crossing is quiet, calm volunteers so the dogs do not get spooked. Cheer all you want after they leave your crossing.
5. As the dog team crosses the road the dogs may want to turn down the road instead of staying on the trail. Have volunteers ready on the far side of the road to help guide the team across the road.
6. If multiple teams show up at once stop them in single file, not side-by-side.

Safety is a Team Effort

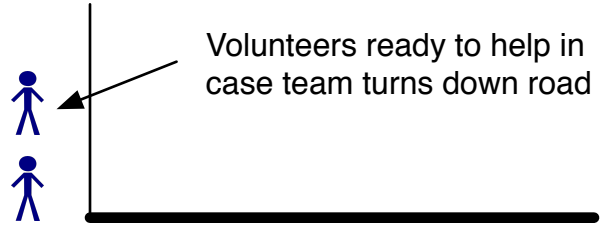
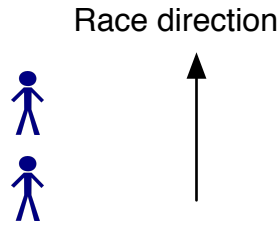
It is the responsibility of the CopperDog 150 Board of Directors to provide and maintain a safe race trail and road crossings, however race participants (mushers) are expected to be in control of their team at all times and are responsible for safely guiding their team or stopping their team to avoid a hazard. During the course of the event circumstances may arise when a musher is unaware of a hazard and/or unable to control their team resulting in danger to the musher, the dogs, race spectators, snowmobiles, or automobiles. **In such a situation any personnel associated with the race (as a volunteer or official) is expected to provide assistance to the musher and the dog team in whatever form necessary except to the extent that their own safety could be jeopardized.**



A TYPICAL MAJOR HIGHWAY CROSSING



IF MULTIPLE TEAMS ARRIVE AT ONCE STOP TEAMS IN SINGLE FILE



TWO SLED HOLDERS:
When team comes to stopping area *grab the sled* to stop the team. Do not try to stop the team by grabbing the dogs or the ropes.

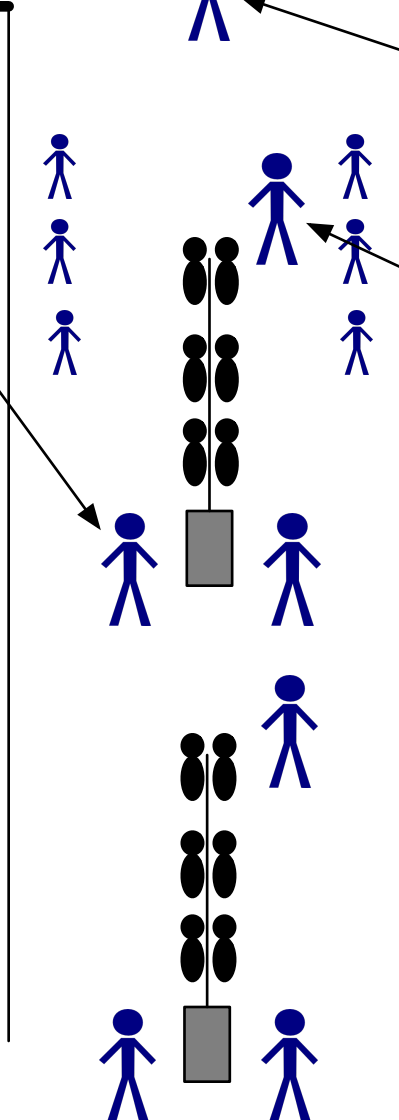
BIB CHECKER
(Highway crossings only)
write down the bib number and the time.

CROSSING GUARD:
Red/green sign or flashlight signal.
Tells musher to stop or continue.

RUNNER:
Once the sled has come to a stop the runner will hold the lead dogs by their necklines to keep the team from tangling. Do not stand in front of dogs - stand off to side.

Runner will lead team across road.
Runner should be fast ;-)

SPOTTER:
Announces 'Musher Coming!'

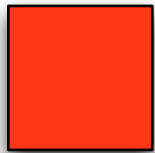




Each road crossing must have 1 (and only 1) **CROSSING GUARD** to tell the musher to **STOP** before the road or **RUN THROUGH** the road

STOP

Arms crossed overhead
or red poster card



DAYTIME SIGNAL

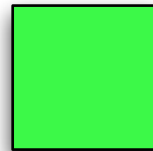
Shake **rapidly** side-to-side
to indicate **STOP** at night



NIGHTTIME SIGNAL

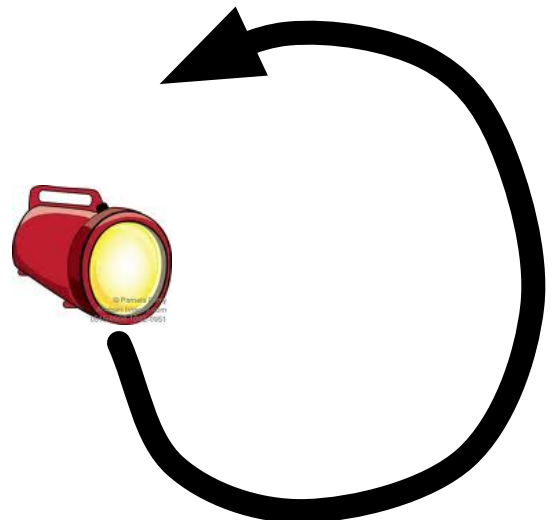
RUN THROUGH

One arm rotating in windmill fashion
or green poster card



DAYTIME SIGNAL

Large, **slow** circles to indicate
RUN THROUGH at night
(Point the beam at the musher)



NIGHTTIME SIGNAL