

EVENT: E.J. BROOMFIELD MEMORIAL LABRATHON

TEAM COMPOSITION: 1 ATHLETE
(Minimum 16 years of age with valid PAL/FAC)

CLASSIFICATION: MANDATORY

1. Competition Format:

- A. A course covering a distance of approximately **five hundred meters** will be established and the course will have four trail stops referred to as "tilts."
- B. Competitors will be placed in a heat according to the order in which their names are drawn during draw night.
- C. The following equipment must be taken onto the course by the competitor:

MATCHES	Supplied by the Games and only the matches supplied by the Games may be used in competition.
TOBOGGIN (with canvas shroud)	Supplied by the Games
VICTOR "A" TRAP #3	Supplied by the Games
TEA KETTLE	Supplied by the Games
LASHING ROPE	Supplied by the Games
BOW SAW	Supplied by the Games
ICE CHISEL	Supplied by the Games
AXE	Supplied by the Games
RIFLE	Supplied by the competitor
SNOWSHOES	Supplied by the competitor.
MUKLUK or DEERSKIN FOOTWEAR	Supplied by the competitor

2. Rules:

In order to participate in the Labrathon event, each competitor must have a valid Possession and Acquisition Licence (PAL)/Firearms Acquisition Certificate (FAC), and have their license with them to register their firearm during the Games.

- A. At the sound of the starters pistol each competitor will advance from a set position behind a restraining line and proceed to load his/her equipment into a canvas shroud. Close shroud and lay chisel on top of shroud. Then lash equipment to sled using all three lines provided. The only exception to this is the rifle, which may be carried on the back or by hand and the matches which may be carried by hand or in the pocket. When the toboggan has been securely loaded by the competitor, he/she will then proceed on snowshoes to Tilt # 1.
- B. Under DQ section 3B the use of any unauthorized piece of equipment will result in disqualification.
- C. Any competitor receiving unauthorized assistance while running the course may result in disqualification.
- D. A competitor may return to any part of the course to retrieve equipment prior to crossing the finish line **provided he/she retrack the course**. Any competitor crossing the finish line without all of his/her equipment will be disqualified under DQ section 3A.
- E. At Tilt #1 using materials provided by the Games, the competitor will light a fire upon which they place their tea kettle which is filled to the rim with snow. **As soon as the kettle is judged to have boiled, and the competitor is judged to have extinguished all flame from their fire; they will then have to re-lash their equipment** as described in 2A, on their toboggan and proceed to Tilt #2. Failure to fill the kettle with snow or extinguish the fire **WILL** result in disqualification under DQ section 3A. Any birch bark used to start the fire **MUST** be removed from its storage container and must be lit in plain view. Failing to do so will result in disqualification under DQ section 3A.
- F. At Tilt #2 the competitor will proceed to the firing line where he/she must knock down all five targets before advancing to Tilt # 3. Each target will be numbered, corridorred and the 9 cm target used will be similar to the Snowshoe Biathlon targets. The shooting position is the athlete's choice, but no support can be used and the shooting distance is twenty-five yards. Athletes must hit all targets before proceeding from the station.
- G. In the event of a misfire or dud, the competitor is to raise his/her hand leaving the rifle pointing down range with the action closed for at least thirty seconds. The Range Officer will provide a new round and retain the dud cartridge. If the dud is proven, a 30 second reduction in that athletes overall time shall be granted. Should the round fire in the range rifle it shall be deemed as no dud and the 30 second reduction shall not be granted. In addition, a 30 second penalty shall be imposed on that competitor.
The competitor must unload his/her rifle before they leave the firing point.
- H. After the competitor has knocked down his/her five targets he/she will move on to Tilt #3 where they will saw through the log provided. **There will be no assistance allowed in securing the log**. The competitor will then proceed to staple their trap chain onto another log provided by the Games, **using their axe only**, setting the trap and when told by the judge re-lashing their equipment (as described in 2A) to the toboggan and move on to Tilt

#4. Failure to drive staple as far as possible into the log will result in disqualification under DQ section 3A.

- I. At Tilt #4, the competitor will take his/her ice chisel and/or axe and proceed to cut a hole in the ice. This hole must be at least four inches in diameter at the bottom and will be checked by a judge. **The judge will give the final go ahead and the competitor will then re-lash his/her ice chisel and axe to their toboggan and proceed to the finish line.**
- J. Scoring for the Labrathon will be as follows:
 - a. Competitors will be timed from start to finish.
 - b. Competitors with the six fastest times will advance to the medal rounds.
- K. Attire worn is to be that which suits temperature yet resembling attire normally worn by a Labradorian prepared to work in the outdoors.
- L. Footwear must be either mukluks or deerskins and no covering of any type will be allowed over this footwear. No athlete may start without appropriate footwear.

3. Tie Breaking:

In the case of a tie for the sixth overall fastest time in the heats a shoot off will take place with the winning athlete advancing to the medal round. The shoot off will consist of sets of five rounds until a winner is determined.

4. Community Ranking:

As per the Labrador Winter Games point system.

APPENDIX I

The following snowshoe specifications must be met for the Labrathon:

MINIMUM SNOWSHOE SIZES:

Male Division:	22" Length 14" Width
Female Division:	18" Length 12" Width

Measurement is to be taken from outside edge to the outside edge.

Snowshoes must be of Labrador Wood Construction with wood toe and heel beams.

NOTE:

Please use accompanying template to verify minimum allowable size of snowshoes.

Snowshoes will be measured at Registration Headquarters upon the athletes arrival in Happy Valley-Goose Bay.

Snowshoes meeting required standard will be stamped **L.W.G. 2016 approved** and only those snowshoes bearing this stamp will be permitted during Games Week.

APPENDIX II

These rules and regulations will govern competition in sports using firearms:

1. Competitors must be at least 16 years of age on the day of the competition and have valid Possession and Acquisition Licence (PAL)/Firearms Acquisition Certificate (FAC). Certification must be presented when registering a firearm. Any competitors without this certification will not be allowed to participate in the firearm event.
2. Athletes will supply their own rifles and each individual competitor will register their own rifle. Athletes will NOT be permitted to share rifles.
3. Any rim firing .22 caliber long range rifle under 7 lbs 4 ozs (3.3kg) may be used, but target and fully automatic rifles are not permitted.
4. Athletes participating in the Labrathon and Snowshoe Biathlon must load one shell at a time and **athletes participating in Target Shooting should see firing orders.**
5. Rifle must be equipped with an open v-type rear sight and a single solid front post.
6. Rifles will be weighed as they are to be used on the firing line; that meaning breach empty and sling in place if one is to be used.
7. No support devices are permitted whatsoever.
8. Ammunition will be supplied by the Labrador Winter Games Association and will be Ammunition supplied by the Labrador Winter Games. Type of ammunition will be included in the Coordinator Packages..
9. All shooting events will use a distance of 25 yards.

