Moose Attack! Add 30 minutes to your time.	Your team is running well. Subtract 40 minutes from your time.
One of your dogs is sick. Drop a dog at the next checkpoint and decrease your speed by ½ mph for the rest of the race.	Your team is well fed and full of energy. Increase your rate by 2 mph for this leg.
One of your dogs is injured. Drop a dog at the next checkpoint and decrease your speed by ½ mph for the rest of the race.	Your team is running well. Subtract 20 minutes from your time.
You ran into a tree and got knocked off your sled. Add 45 minutes for the time it took to recover and find your team.	The trail is smooth and packed well. Increase your rate by 1 mph for this leg
It's a warm day with a temperature of 45° F. Reduce your rate by 2 mph for this leg.	Cool temperatures make for a faster sled. Increase your rate by 2 mph for this leg.

Yard Sale! You dumped your sled and need to repack it. Add 15 minutes to your time.	Your team is running well. Subtract 40 minutes from your time.
Your dogs have diarrhea. Decrease your speed by 1 mph for this leg.	Your efficiency at the checkpoint gained you time. Subtract 20 minutes from your time.
One of your dogs is injured. Drop a dog at the next checkpoint and decrease your speed by ½ mph for the rest of the race.	You need to drop a dog. He was slowing the team down. Increase your speed by ½ mph for the rest of the race.
Whiteout! Rather than lose the trail, you stop for a break. Add 30 minutes for the wind to die down.	Your team is well rested and running well. Increase your rate by 2 mph for this leg
You lost the trail in the dark. Add 45 minutes to your time.	Cool temperatures make for a faster sled. Increase your rate by 1 mph for this leg.

11A	11B
One of the tuglines broke and a dog got loose. Add 30 minutes for repair time and retrieval.	Your choice of sled runner is perfect for these conditions. Subtract 40 minutes from your time.
12A	12B
One of your dogs is sick.	You need to drop a dog.
Drop a dog at the next checkpoint and decrease your speed by ½ mph for the rest of the race.	He was slowing the team down. Increase your speed by ½ mph for the rest of the race.
13A	13B
One of your dogs is injured. Drop a dog at the next checkpoint and decrease your speed by ½ mph for the rest of the race.	Your team is running well. Increase your rate by 1 mph for this leg.
Your dogs need new booties so you have to change them. Add 15 minutes to your time.	Northern Lights! Increase your rate by 3 mph for this leg
15 A	15D
You and the dogs are exhausted. You need to make camp and rest now. Add 3 hours to your time.	Cool temperatures make for a faster sled. Increase your rate by 2 mph for this leg.

Iditarod Card Summary

- 1A +30 minutes
- 1B 40 minutes
- 2A Drop a dog at the next checkpoint and decrease rate by ½ mph
- 2B Rate: + 2 mph
- 3A Drop a dog at the next checkpoint and decrease rate by ½ mph
- 3B 20 minutes
- 4A + 45 minutes
- 4B Rate: + 1 mph
- 5A rate: -2 mph
- 5B Rate: + 2 mph
- 6A + 15 minutes
- 6B 40 minutes
- 7A rate: -1 mph
- 7B 20 minutes
- BA Drop a dog at the next checkpoint and decrease rate by ½ mph
- 8B Drop a dog at the next checkpoint and <u>increase</u> rate by ½ mph
- 9A + 30 minutes
- 9B Rate: + 2mph
- 10A + 45 minutes
- 10B Rate: + 1mph
- 11A + 30 minutes
- 11B 40 minutes
- 12A Drop a dog at the next checkpoint and decrease rate by ½ mph
- 12B Drop a dog at the next checkpoint and increase rate by ½ mph
- 13A Drop a dog at the next checkpoint and decrease rate by ½ mph
- 13B Rate: + 1 mph
- 14A + 15 minutes
- 14B Rate: + 3 mph
- 15A + 3 hours
- 15B Rate: + 2 mph