



2020 Yukon Quest

Musher and Handler Package

as of January 8, 2020

ALASKA

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YUKON

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SECTION I

INFORMATION FOR MUSHERS

July 2019

Hello Musers,

On behalf of the Boards of Directors, Staff, Race Vets and Officials, welcome to the 2020 Yukon Quest!

This Musher Package contains information you will need to prepare for the 2020 race. It includes a list of all mandatory meetings and events, other meetings and promotional events, copies of some of the required and optional forms, and information sheets. Over the next few months, we will be sending you additional information.

All documents are available by request in hard copy from your designated YQ office.

The [Messages to Musers](#) section on our website allows fans to leave messages on your profile page. Please remember to check your page periodically to read these messages. If you would like to respond to messages, contact information can be provided by the offices upon request.

For all mushers from Canada and the international community (or who will be in Canada or abroad for the training season)

Your designated office is: Whitehorse

Your staff contact person is: Vera Schall, Operations Manager

For all mushers from the US (or who will be in Alaska or the US for the training season)

Your designated office is: Fairbanks

Your staff contact person is: Brenda Naaktgeboren, Assistant Director

If you have any questions concerning the contents of the package or about any aspect of the 2020 YQ, *please don't hesitate to call, email or come by either office.*

Sincerely,

Vera Schall, Operations Manager
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Phone: (867) 668-4711
#2 - 1109 Front Street
Whitehorse, YT
Y1A 5G4

Brenda Naaktgeboren, Assistant Director
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550 First Avenue
Fairbanks, AK
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MEETINGS & EVENTS

We have several events planned before and around the race – some are race-related, and some are focused on fundraising and promotion of the YQ. Our mushers are crucial to the success of our promotional and fundraising abilities. After all, you and your dogs are the stars of the show. While we require your attendance at some race events, we request that you also attend as many of our other events as possible. This is the easiest way you can contribute to the success of the YQ and show your appreciation of the supporters and volunteers who make the race possible.

Meetings/ Events

Event times and locations will be provided nearer to race time.

DATE	EVENT	LOCATION	NOTES	WHAT TO BRING
Sat, Jan 18	Food Drop	Fairbanks & Whitehorse	Mandatory for all mushers or designates Contact YQ office for more info.	Completed Food Drop Inventory forms
Sat, Jan 25	Vet Check	Fairbanks & Whitehorse	Mandatory for all Rookies	Veterinary Health Certificate and Exam Forms, Request Forms for Microchips
Wed, Jan 29	ADMIN - Meet the Mushers	Fairbanks	Mandatory for all Mushers Admin time before the event to complete paperwork and submit forms.	Your notebook Anything to give YQ staff (Local Contact Form, etc)
Wed, Jan 29	PUBLIC - Meet the Mushers	Fairbanks	Mandatory for all Mushers	
Thu, Jan 30	Rookies Meeting	Fairbanks	Mandatory for all Rookie Mushers Closed YQ meeting.	Your notebook
Thu, Jan 30	Handlers Meeting	Fairbanks	Strongly recommended for all Handlers Closed YQ Meeting. Mushers may attend if they wish.	Your notebook
Thu, Jan 30	Finishers Club Meeting	Fairbanks	Finishers Club Only – Not a YQ Meeting	
Thu, Jan 30	“Quest Guest” Luncheon	Fairbanks	Mandatory for all Mushers Meet your “Quest Guest” participant.	Bonus items for your Guest
Thu, Jan 30	Mushers Meeting	Fairbanks	Mandatory for all Mushers Closed YQ meeting.	Your notebook
Thu, Jan 30	Start & Draw Banquet	Fairbanks	Mandatory for all Mushers Thank sponsors, draw starting numbers.	Your tickets and speaking notes

Fri, Feb 14	Finishers Club Meeting	Whitehorse	Finishers Club Only – Not a YQ Meeting	

Fri, Feb 14	Post-Race Mushers Meeting	Whitehorse	Closed YQ Meeting Recommended for all Mushers	Your feedback
Fri, Feb 14	Meet The Mushers	Whitehorse	Mandatory for all Mushers who have crossed the finish line up to 2 hours before the event starts	
Sat, Feb 15	Finish & Awards Banquet	Whitehorse	Mandatory for all Mushers who have crossed the finish line up to 2 hours before the banquet starts	Your tickets and your stories

FORMS & DUE DATES

(can be used as a checklist)

Here is a list of forms required by the YQ, as well as forms available for optional requests and submissions of information. Please submit all required forms to your designated office or at the designated meeting on or before their due dates.

Contact your designated office if you have any questions about these forms.

DUE DATE	REQUIRED FORMS & IMPORTANT DATES	NOTES
Between March 2, 2019, and January 3, 2020	Combination Vaccine (Parvovirus and Distemper)	See General Race Procedure, Rule 8
Between March 2, 2019, and January 3, 2020	Leptospirosis Vaccine	See General Race Procedure, Rule 8
Between Sept. 2, 2019 and January 3, 2020	Bordetella (Kennel Cough) Vaccine	See General Race Procedure, Rule 8
November 29, 2019	Updated Passport Information	If you have renewed or need additional paperwork with your passport, the YQ must receive this information by 11:59 pm Nov. 29.
No later than January 3, 2020	Rabies Vaccine	See General Race Procedure, Rule 8
January 18, 2020	Vaccination records submitted	From musher to designated office
January 18, 2020	Food Drop Inventory Form	Bring completed forms to Food Drop (need a separate form for EACH Checkpoint)
January 25, 2020	Veterinary Health Certificate (YQ)	To be completed at Vet Check
January 25, 2020	Veterinary Exam Form (YQ)	Bring forms to Vet Check with the top section completed. Fill in one page for every 4 dogs
January 29, 2020	Release and Hold Harmless Agreement	You will be provided with a copy prior to Meet the Mushers , where it will be signed and notarized
January 29, 2020	Local Contact Form	Submit to YQ office, or bring to Meet the Mushers admin time in Whitehorse.

DUE DATE	OPTIONAL FORMS & IMPORTANT DATES	NOTES
December (before tickets sell out)	Request for Additional Banquet Tickets	Each musher receives two tickets to each banquet (Start & Finish) as part of their entry. Submit to designated YQ office if you wish to purchase additional tickets.
November 29, 2019	Request for Additional Straw	Submit to designated YQ office
January 3, 2020	Request for Housing	Submit to designated YQ office
January 25, 2019	Request for Microchips	To be completed at Vet Check if required

FOOD DROP INFO SHEET

DATE/ LOCATION

Saturday, January 18, 2020 from 12-4pm (local time)

LOCATION

In Whitehorse – Manitoulin Transport (91870 Alaska Hwy)

In Fairbanks – Summit Logistics (3453 Truck Street)

ABOUT THE FOOD DROP

As per the 2020 race rules (See General Race Procedure #4), mushers must use the Official Food Drop service to ship all dog food, personal items and equipment necessary for the entire race (that will not be carried in your sled at the race start). The only exception is the Dawson City Checkpoint, where mushers have access to their handler’s truck during the 36-hour layover. Mushers can also include equipment and food for dogs they need before the race start and/or after the race finish.

FOOD DROP PROCESS

- Mushers (or a representative) bring all marked and numbered food drop bags (along with the Food Drop Inventory Form) to the Food Drop (in either Fairbanks or Whitehorse) on January 18 from 12-4pm (local time)
- YQ will issue a receipt for the number of food drop bags dropped off
- YQ commits to the frozen storage of all bags
- YQ ensures the delivery of all food drop bags to each checkpoint
- Food drop bags are organized by race (ie. YQ1000 or YQ300) and musher’s last name. They are accessible for mushers upon arrival at each checkpoint
- YQ Rules allow mushers to access **ONLY** food, equipment, and supplies for themselves and their team that was pre-packed and sent to race checkpoints through the Food Drop
- Only one food drop location is to be used per musher

***BAG WEIGHT NO MORE THAN 40 POUNDS**

HAVING A REPRESENTATIVE AT FOOD DROP

The YQ recommends that mushers deliver their food drop bags to the YQ Food Drop in person; however, mushers may designate another person to deliver their food drop bags to the Food Drop. Mushers are still responsible for all contents and their delivery.

SHIPMENT OF FOOD DROP BAGS

Some mushers in the past have used professional expeditors to deliver food and equipment to the Food Drop. This has led to many problems like lost shipments, missed deadlines and thawed and spoiled dog food. We discourage you from going this route. **You MUST contact your designated office before you ship any food drop items to us.**

FOOD DROP QUESTIONS

The best way to learn some of the planning tips and techniques is to get in touch with more experienced mushers, or visit our Rookie Page and listen to mushers discuss their Food Drop preparation. (<http://www.yukonquest.com/race-central/yukon-quest-1000-mile/registered-mushers>)

ITEMS ALLOWED IN FOOD DROP BAGS

You may include dog food, personal food, clothing, dog blankets, booties, batteries, sled parts, extra clothing and other items you may need along the trail.

ITEMS NOT ALLOWED IN FOOD DROP BAGS

- Straw – **NO straw is allowed.** This is to ensure that all straw used during the race is suitable (some import regulations and trail areas have restrictions on types of straw allowed). See **Request for Additional Straw Form** for info about the straw that is provided and additional straw that can be purchased for checkpoints.
- Fuel – **NO fuel is allowed** including alcohol, kerosene, or methanol. **Methanol is provided at checkpoints, you must provide a container.**
- Firearms, ammunition, or any items prohibited by law.
- Spoiled food products. Ensure that your food drop bags are kept frozen.
- If you need to ship any gear that does not fit into the bags, such as sled runners, please contact your YQ office as soon as possible and we will work with you to find a solution. Please be advised that no items to be accessible during the race will be received and shipped after the Food Drop date.

CUSTOMS

For any mushers coming from the Lower 48 or elsewhere in Canada who are shipping dog food independently, and travelling across the international border in your own trucks, you may be subject to all general import restrictions applied to the general public. These restrictions may include some of the animal products you are carrying as dog food! Please be aware that the US Customs and Canada Border Services have current regulations on importing into the country. For accurate information on what you are allowed to ship and take across the border, please see the appropriate websites:

- US Customs and Border Protection: <http://www.cbp.gov>
- Canadian Border Services Agency: <http://www.cbsa-asfc.gc.ca>

FOOD DROP BAG PACKAGING

- Race rules state that all food and gear must be in **burlap or woven poly bags**. Plastic bags do not stack well nor do they ride on snow machines well.
- Each bag **MUST be labeled with YQ Race, musher name, checkpoint name, and numbering** (ie. 1 of 3, 2 of 3, etc).
- Write clearly in large block letters with permanent marker or spray paint. **Please make sure your bags have no other/old labels as this may cause your bags to end up in the wrong checkpoint.**
- We recommend **sewing bags shut using heavy thread or twine**. Plastic electrical cable ties and regular wire may break during transport. Also make sure no loose, sharp ends are exposed. We will not accept any bags that are not labeled or closed properly.
- **INDIVIDUAL BAG WEIGHT CANNOT EXCEED 40 POUNDS.** Food drop bags exceeding 40 lbs will not be accepted and you will be asked to repack your bags. Please be respectful of our volunteers who are hauling hundreds of bags.



IF MUSER DOES NOT FINISH

Scratch: The musher can retrieve or make arrangements to retrieve their food drop bags. If the musher or designee cannot retrieve their bags, dog food will be removed to reduce the bulk and weight during transport, and a reasonable attempt will be made to return personal gear to the YQ office in Fairbanks or Whitehorse for retrieval. Bags will be emptied of all perishables and stored by the YQ for up to 2 weeks. After this, all bags become the property of the YQ and will be discarded.

Withdrawal or Disqualification: Food drop bags will be immediately removed from the checkpoints, dog food will be removed to reduce the bulk and weight during transport, and a reasonable attempt will be made to return personal gear to the YQ office in Fairbanks or Whitehorse for retrieval. Bags will be emptied of all perishables, and stored by the YQ for up to 2 weeks. After this, all bags become the property of the YQ and will be discarded.

REQUIRED FORMS

YQ **requires** an accurate list of all food drop bag contents. Ensure that the complete contents of each bag are listed on the **Food Drop Inventory Form** (separate page required for each checkpoint). You will be asked for this paperwork before you begin unloading your food drop bags at the Food Drop.

**We cannot accept your food drop bags without your completed forms.*

VET CHECK INFO SHEET

DATE/TIME

Saturday, January 25, 2020

Your designated office will contact you in mid-January to set up your Vet Check appointment time.

LOCATION

In Whitehorse: Northern Windows and Doors (#1-17 Burns Road)

In Fairbanks: Summit Logistics (3453 Truck Street)

ABOUT THE VET CHECK

As part of your Entry Fee, mushers have access to all veterinary services provided at the Official YQ Vet Check. The Vet Check is coordinated by the YQ to ensure that all mushers have access to professional veterinary assessments for all of their sled dogs prior to the Race Start.

- **A maximum of 16 dogs per team will be examined at the Vet Check.**
- **All teams attending the YQ! Pre-Race Vet Check will have the entered musher present.**

FOR ROOKIES

As a rookie musher (who has not completed the Iditarod), you must attend the Official Vet Check (see General Race Procedure #8 in the Rules for details).

FOR VETERANS

As a veteran musher, it is recommended that you take advantage of the Official Vet Check. You will have YQ authorized veterinarians assessing your dogs at one location and time, without additional veterinary fees. This will simplify the approval of your dogs for participation in the race.

Using the Official Vet Check ensures that all your required Vet Check Forms will be filled out completely and accurately and that any potential problems with any of your dogs are determined in advance of the race start.

If you want to have your dogs examined outside of the YQ Vet Check

Please contact the office as early as possible to inform us. We will need the name, clinic name, and contact information of the veterinarian who you wish to perform your Vet Check. The YQ Head Vet will then contact your veterinarian of choice to discuss the requirements of the Vet Check.

We will then contact you to confirm that your veterinarian has been approved to perform your Vet Check or to explain why you need to select another veterinarian. All Vet Check Forms **MUST** be completed during your Vet Check and submitted to your designated YQ Office. Incomplete and/or inaccurate Vet Check Forms will prevent a team from starting the race.

PLANNING FOR THE VET CHECK

Your Vet Check appointment will be made with your designated office in mid-January.

Microchips: All dogs in your YQ team must be identified by microchip. The Veterinarians must be able to read and record the microchip numbers of each dog. Microchips are available for purchase at the Vet Check.

Vaccinations: You will need to provide proof that all dogs in your YQ team have received their vaccinations as outlined in the 2020 Race Rules, see General Race Procedure #8. Please ensure that you understand and adhere to the specified dates and vaccinations required.

Vaccination records must be submitted to your designated office by January 18, 2019 (one week before Vet Checks).

To Bring: Veterinary Examination Forms with the top portion filled out for all of your dogs and any additional medical history or notes that you have on your dogs that can be helpful.

If you have any questions about the Vet Checks or any requirements, please contact your YQ office ASAP.

QUEST GUEST PROGRAM

As a mandatory program for all mushers (as per Rules, General Race Procedure #5), this gives fans the opportunity to become the “Quest Guest” for their favorite musher.

The program works as an auction through the YQ website that will run for roughly one month prior to the race start (exact dates to come). This auction will be promoted through every means available on both sides of the border. Fans bid on the opportunity to become the “Quest Guest” for their favorite musher.

NET PROCEEDS FROM THIS PROGRAM ADDED ON TOP OF THE PURSE AND DIVIDED EVENLY AMONG ALL OFFICIAL FINISHERS.

QUEST GUEST PACKAGE INCLUDES:

1. Lunch with you. Traditionally, you are in meetings all day and the lunch break will be the first opportunity for your Guest to meet and share time with you.
2. One ticket to the banquet. You’re welcome to have them join you at your table, but are not required to do so.
3. Access Pass to the staging area pre-race to watch (help) you prepare.
4. A seat in the **tag sled that you will provide**. You will also provide a handler to accompany the Guest to the tag sled drop point. This ride will be approximately 1.5 miles down the trail. Arrangements will be made for your Guest, handler and sled to be returned to the staging area as soon as possible.
5. Autographed poster signed by you.
6. The picture at the Start Line with you.
7. Name read by the announcer at Start.

We strongly encourage you to increase the experience for the bidders by **adding to your individual package**. This could be anything that you think would make you and your kennel more attractive to bidders and certainly at your discretion.

You can advertise any additional perks on the auction website by calling your YQ office.

Please assist us by promoting this opportunity anywhere you can. More details will be sent to you before the race.



2020 FOOD DROP INVENTORY FORM

PLEASE BRING THESE COMPLETED FORMS TO THE FOOD DROP. Ensure that the complete contents of each bag are listed. YQ requires an accurate list of all contents for the Canada/ U.S. border crossing and permits.

NO STRAW IS ALLOWED IN FOOD DROP BAGS.

Note: Use one page for EACH Checkpoint. Use additional copies of this page if needed for more than 6 food drop bags per checkpoint.

Checkpoint Name: _____

Musher Name: _____ **Total # of Bags:** _____

BAG # _____ OF _____	BAG # _____ OF _____	BAG # _____ OF _____
<input type="checkbox"/> Meat or Fish	<input type="checkbox"/> Meat or Fish	<input type="checkbox"/> Meat or Fish
<input type="checkbox"/> Commercial Dog Food	<input type="checkbox"/> Commercial Dog Food	<input type="checkbox"/> Commercial Dog Food
<input type="checkbox"/> Clothing	<input type="checkbox"/> Clothing	<input type="checkbox"/> Clothing
<input type="checkbox"/> Sled Parts	<input type="checkbox"/> Sled Parts	<input type="checkbox"/> Sled Parts
<input type="checkbox"/> Batteries	<input type="checkbox"/> Batteries	<input type="checkbox"/> Batteries
<input type="checkbox"/> Foot Ointment	<input type="checkbox"/> Foot Ointment	<input type="checkbox"/> Foot Ointment
<input type="checkbox"/> Personal Food	<input type="checkbox"/> Personal Food	<input type="checkbox"/> Personal Food
<input type="checkbox"/> Dog Booties	<input type="checkbox"/> Dog Booties	<input type="checkbox"/> Dog Booties
<input type="checkbox"/> Dog Food Supplements	<input type="checkbox"/> Dog Food Supplements	<input type="checkbox"/> Dog Food Supplements
<input type="checkbox"/> Other (<i>please specify below</i>)	<input type="checkbox"/> Other (<i>please specify below</i>)	<input type="checkbox"/> Other (<i>please specify below</i>)
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
BAG # _____ OF _____	BAG # _____ OF _____	BAG # _____ OF _____
<input type="checkbox"/> Meat or Fish	<input type="checkbox"/> Meat or Fish	<input type="checkbox"/> Meat or Fish
<input type="checkbox"/> Commercial Dog Food	<input type="checkbox"/> Commercial Dog Food	<input type="checkbox"/> Commercial Dog Food
<input type="checkbox"/> Clothing	<input type="checkbox"/> Clothing	<input type="checkbox"/> Clothing
<input type="checkbox"/> Sled Parts	<input type="checkbox"/> Sled Parts	<input type="checkbox"/> Sled Parts
<input type="checkbox"/> Batteries	<input type="checkbox"/> Batteries	<input type="checkbox"/> Batteries
<input type="checkbox"/> Foot Ointment	<input type="checkbox"/> Foot Ointment	<input type="checkbox"/> Foot Ointment
<input type="checkbox"/> Personal Food	<input type="checkbox"/> Personal Food	<input type="checkbox"/> Personal Food
<input type="checkbox"/> Dog Booties	<input type="checkbox"/> Dog Booties	<input type="checkbox"/> Dog Booties
<input type="checkbox"/> Dog Food Supplements	<input type="checkbox"/> Dog Food Supplements	<input type="checkbox"/> Dog Food Supplements
<input type="checkbox"/> Other (<i>please specify below</i>)	<input type="checkbox"/> Other (<i>please specify below</i>)	<input type="checkbox"/> Other (<i>please specify below</i>)
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



2020 PRE-RACE VETERINARY HEALTH CERTIFICATE

Please bring this form to your scheduled Vet Check appointment and complete with your Vet Check Veterinarian. Mushers will be provided copies of this certificate as well as the Vet Check Exam Form prior to the race start.

Please complete and sign two (2) copies of this form.

Musher Name: _____

Kennel Name: _____ Musher type (please circle one): Rookie / Veteran

Medications Declaration Form

(to be completed by Musher)

As registered entrant of the Yukon Quest International Sled Dog Race, I have read and understand Trail Procedure #43 – Drugs, of the official 2020 Yukon Quest Rules.

I understand which medications (including herbal and homeopathic remedies) are prohibited. I also understand that any and all medications, whether prohibited or not, must be declared if they have been/ will be used from within the 30 days preceding the Veterinary Check to the finish of the Yukon Quest race.

I have provided accurate and complete information regarding any and all medications administered to any and all dogs entered in my Yukon Quest team. I also understand that I must inform the Head Veterinarian, before the end of the Pre-Race Musher's Meeting, if any additional medications have been started/ administered since the Veterinary Check.

Musher Signature: _____ Date: _____

Veterinarian Name: _____ Vet Check Time: _____

Official Health Certificate

(to be completed by Veterinarian)

I hereby certify that I have inspected each individual canine listed herein and certify, to the best of my ability, that each is healthy, free of restricted drugs, and has all required vaccinations. These animals are in the condition to complete a 1,000 mile sled dog race.

I have read *General Race Procedure #8 – Pre-Race Vet Check* and *Trail Procedure #43 – Drugs* of the Official 2020 Yukon Quest Rules.

I have certified that all dogs listed herein have current vaccinations; including parvovirus, distemper, leptospirosis, bordetella and rabies.

Veterinarian Signature: _____ Date: _____

2020 PRE-RACE VETERINARY EXAM FORM

Please bring these forms to your scheduled Vet Check appointment with the top portion of the forms already completed (dog name, color, age, sex). Use one form for four dogs. **Note: you may bring a max of 16 dogs to the Vet Check.**

Musher Name: _____

Veterinarian Name: _____

Vet Check Date: _____

Time: _____

DOG NAME	1.	2.	3.	4.
Color				
Age/ Sex				

Microchip #				
Microchip location				
Weight				
Body Condition				
Temperature				
Heart				
<i>Pulse</i>				
Lungs				
<i>Resp. Rate</i>				
Oral Exam				
<i>mm color</i>				
Eyes				
Ears				
Lymph Nodes				
Abdomen				
Urogenital				
<i>Testicles</i>				
<i>Mammary</i>				
Musculoskel				
<i>Forelegs</i>				
<i>Hindlegs</i>				
<i>Back</i>				
<i>Neck</i>				
Feet				
<i>Front</i>				
<i>Hind</i>				
<i>Dewclaws</i>				
Skin/ Coat				
Frostbite				
Medications				
<i>Current</i>				
<i>Last 30 days</i>				
Vaccines				
Notes:				



2020 REQUEST FOR MICROCHIP FORM

If you wish to purchase microchips through the YQ, please complete this form with the Veterinarian or Vet Check volunteers at the Vet Check. Advance notice of the number of required microchips can be sent to your designated office (the completion of this form is not required for advance notice).

All dogs require a microchip. For any dogs that do not have microchips, they are available for purchase at the Vet Check. The cost of microchips is estimated at **\$15** each.

MUSHER NAME _____

NAME OF DOG	MICROCHIP #	NAME OF DOG	MICROCHIP #
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

_____ # microchips x \$15 = \$_____ **Total Cost**

Credit Card Number: _____ Exp.(MM/YY):_____/_____

Musher Signature: _____ Date: _____

OFFICE USE					
Payment Type (<i>circle</i>):	Credit Card	Cash	Check	Money Order	Payment Date: _____
Payment Office: _____	YQ Staff signature: _____				



2020 REQUEST FOR EXTRA STRAW

All mushers automatically receive one bale of straw per checkpoint (except the start and finish) and ½ bale of straw per dog drop as part of your entry fee.

You may order full extra bales at checkpoints only. No extra straw is permitted at Dog Drops. No ½ bales may be ordered. **The cost of extra straw is \$15 USD per full bale. Absolutely no straw will be permitted in food drop bags.**

Deadline for extra straw requests: Friday, November 29, 2019

NOTE: There is a NO REFUND policy for any straw sold

MUSHER NAME _____

	STRAW PROVIDED	STRAW TO BE PURCHASED
		# extra bales (full bales only)
Checkpoints		
Whitehorse	0	_____
Braeburn	1	_____
Carmacks	1	_____
Pelly Crossing	1	_____
Dawson	2	_____
Eagle	1	_____
Circle City	1	_____
Central	1	_____
Mile 101	1	_____
Two Rivers	1	_____
Fairbanks	0	_____

Total Cost _____ # full bales x \$15 USD = \$ _____

Credit Card Number: _____ Exp. (MM/YY): ____/____

Musher Signature: _____ Date: _____

OFFICE USE					
Payment Type (<i>circle</i>):	Credit Card	Cash	Check	Money Order	Payment Date: _____
Payment Office:	_____	YQ Staff signature:	_____		



2020 REQUEST FOR HOUSING PROCESS

The YQ provides assistance to mushers in locating volunteer host families to the best of our ability.

YQ does not guarantee housing.

You are responsible for making your own accommodation arrangements in Dawson City (no YQ-organized housing is available in Dawson City).

Housing will be processed on a first-come, first serve basis as well as host family preferences. Once we have a host family for you, we will forward them your contact information as well as contact you with their contact information.

You are responsible for making your own arrangements and confirming details after contact has been established.

Please give the volunteer host families the highest respect, including keeping them well informed of any changes or cancellations of arrangements.

Deadline for housing request: Friday, January 3, 2020

HOUSING - FAIRBANKS

If you require housing in Fairbanks prior to the start, please contact Brenda Naaktgeboren in the Fairbanks Office at alaskaoperations@yukonquest.com

HOUSING - WHITEHORSE

If you require housing in Whitehorse after the finish, please contact Vera Schall in the Whitehorse Office at yukonoperations@yukonquest.com

When contacting either office, please specify:

- Estimated arrival date
- Estimated number in party
- Estimated departure date



2020 LOCAL CONTACT FORM

Please submit this form to the YQ office or bring to the Meet the Musher's admin time on Wed Jan 29. The information on this form will assist us in contacting you and your race support team for dropped dogs, important notices and general communications. **Please fill in ALL the information on this form.**

MUSHER NAME: _____

Emergency Contact Person (not your handler): _____

Phone for that person: _____

DOG TRUCK INFO

Will your truck be following the race? Yes ___ No ___

Make _____ Model _____ Color _____

License # _____ State/Terr/Prov _____ Dog Box Color _____

Other truck details _____

HANDLER INFO

Will you have a handler(s) following the race? Yes ___ or No ___

Name: _____ Cell phone (if applicable): _____

Name: _____ Cell phone (if applicable): _____

Emergency Contact Person (not you, the musher): _____ **Phone:** _____

FAIRBANKS ACCOMMODATION INFO

Hotel	Private Home
Hotel Name: _____	Family/ Contact Name: _____
Phone Number: _____	Contact Name: _____
Name on room booking: _____	Phone Number: _____
	Alternative Phone: _____

DAWSON CITY ACCOMMODATION INFO

Hotel	Private Home
Hotel Name: _____	Family/ Contact Name: _____
Phone Number: _____	Contact Name: _____
Name on room booking: _____	Phone Number: _____
	Alternative Phone: _____

WHITEHORSE ACCOMMODATION INFO

Hotel	Private Home
Hotel Name: _____	Family/ Contact Name: _____
Phone Number: _____	Contact Name: _____
Name on room booking: _____	Phone Number: _____
	Alternative Phone: _____



TOPOGRAPHICAL MAPS OF THE YUKON QUEST TRAIL

From Whitehorse to Fairbanks - 1:250,000 scale

Canadian Maps (Department of Energy, Mines & Resources Canada)

Whitehorse	105 D	
Lake Laberge	105 E	
Glenlyon	105 L	(N.B. only 6 miles/ 10 kms of Trail are on this map)
Carmacks	115 I	
McQuesten	115 P	(N.B. only 9 miles/ 15 kms of Trail are on this map)
Stewart River	115 O & 115 N	(this is a single map)
Dawson	116 B & 116 C	(this is a single map)

American Maps (U.S. Geological Survey)

Eagle
Charley River
Circle
Big Delta
Fairbanks

Where to get the Maps

In the Yukon:

Maps are available at Mac's Fireweed Books – downstairs in Map Sales, 203 Main Street Whitehorse YT Y1A 2B2.

Telephone: 867-668-2434.

Yukon Mapping Online:

The Yukon Government - Energy, Mines and Resources Department has an excellent online mapping tool available for free to the general public (<http://mapservices.gov.yk.ca/Lands/>). It includes a number of tools, data layers, and map views. Feel free to navigate through the interface and if you have any questions contact the Whitehorse Office.

In Alaska:

Maps are available at the University of Alaska Fairbanks Geophysical Institute Map Office located in room 204 of the International Arctic Research Center (Akasofu Bldg), Fairbanks, AK. 907-474-6960.

SECTION II

INFORMATION FOR HANDLERS

July 2019

On behalf of the Boards of Directors, Staff, Race Vets and Officials, welcome to the 2020 Yukon Quest (YQ). This package contains helpful information regarding trail procedures, rules, driving, packing tips and reminders to help you prepare for the 2020 race. We recommend that you *carry this document with you in the truck at all times*.

ABOUT THE PRE-RACE HANDLERS MEETING (Thursday, Jan 30, 2020)

- This meeting is **strongly recommended** for all YQ Handlers (i.e. bring the whole handling team).
- **Please BE ON TIME.**
- You will be given an overview of procedures, highlights and updated info. You will also be given an opportunity to ask questions.
- You will meet the Race Marshal, Head Veterinarian and possibly some judges and vets.
- Handlers for the 1,000 Mile Race are not permitted to attend the Musher's Meeting that follows.
- Handlers for the YQ300 will have a combined musher and handler meeting.

OFFICIAL YQ RULES RELEVANT TO HANDLERS

Here are a few important rules that are especially important for handlers. **Please note:** A full copy of the Official 2020 Yukon Quest Rules can be found on our website at <http://www.yukonquest.com/race-central/sign-yukon-quest> or acquired from either YQ office. **Please read and be familiar with them. You and your musher will be held accountable.**

RULE: Trail Procedure #17 – Start-Time Differential:

The starting-time differential will be added to the layover time either in Braeburn or Carmacks depending on where your musher will serve his/her four (4) hour mandatory stop.

RULE: Trail Procedure #19 B – Checkpoint Holding Area:

Except in Dawson, only one handler per team will be authorized to be in the holding area at any time, to observe only or intervene in case of a dog emergency/distress. If the musher is in the holding area, the handler must leave.

RULE: Trail Procedure #20 – Thirty-Six (36) Hour Layover (Dawson City):

There is one mandatory thirty-six (36) hour stop at Dawson City, Yukon. Time begins when the musher checks in at Dawson City. All dogs continuing in the race must be kept in the designated holding area.

The following IS allowed in Dawson City:

- Delivery of food and equipment after the start of the race.
- Assistance with feeding dogs and repairing equipment.
- Tent shelters for dogs, limited to an open-ended, non-heated shelter.
- There are no restrictions as to where mushers can sleep during the mandatory 36 hour stop at Dawson City.

The following is NOT allowed in Dawson City:

- Removing dogs from the holding area.
- Housing dogs in dog boxes or vehicles.
- Bringing dogs other than those continuing in the race into the holding area.

RULE Trail Procedure #30 – Outside Assistance:

No planned help is allowed throughout the race, with the exception of Dawson City. No musher may receive outside assistance between or at checkpoints unless an emergency has been declared by the Race Marshal, or is subsequently so ruled. The intended spirit of this race dictates that the musher be self-sufficient and therefore able to help other mushers in case of real need. No assistance which would result in competitive advantage may be accepted or solicited. Handlers are not allowed on the YQ trail between checkpoints.

RULE Trail Procedure #36 – Care and Feeding of Dogs:

All care and feeding of dogs will be done by the mushers only, except at Dawson City. Neither force-feeding, nor stomach tubing is allowed.

RULE Trail Procedure #43 – Drugs:

YQI Veterinarians or Veterinary Assistants may randomly collect blood and/or urine samples beginning at the Vet Check and up until two hours after a dog team has finished, scratched, or been withdrawn or disqualified from the race. It is the responsibility of the musher to assist the Race Veterinarian or Veterinary Assistant in the collection of the samples. The musher or the handler **must** be present at all times during the taking and sealing of such samples. Documents evidencing the procedure **shall** be signed by the musher or their handler. No person may interfere in any way with the collection of samples or procedures conducted under this rule.

RULE Trail Procedure #50 – Sportsmanship:

The Code of the North dictates that all travellers should be courteous, helpful, generous and honorable. Conduct yourself well enough so the next musher will be welcomed with equal hospitality. **Rude behavior or inappropriate actions by a musher or handler may result in a penalty, withdrawal, or disqualification. This includes any publication, sharing, posting or comments deemed false, derogatory or negative towards any musher, race personnel, volunteer, the Yukon Quest organization or their supporters.** The rule is in effect from musher sign-up until 30 days after the finish banquet. Any competitor or athlete worthy of the name realizes that all people-officials, volunteers, sponsors, media, and fans-are equal participants in this event, and that is the musher's responsibility to define the upper limits of human performance. A true Sportsman is an inspiration to all witnesses.

PROCEDURES FOR HANDLERS

The following general procedures will be adhered to throughout the entire race:

- Check in with the checkpoint manager, checker, or judge upon arrival.
- Park your dog truck **ONLY** in designated parking areas.
- Pay attention to where your exhaust is going when parked (i.e. Keep it away from other dog trucks that might have dogs in it or from blowing into the holding area or into buildings).
- Wear your Official Handler armband or neck tag (provided at the Handler's Meeting) when you are "working" at any checkpoints.

- If ever in doubt, ASK a Race Judge or the Race Marshal. They are the only people on the trail with authority regarding questions on rules, assistance or conduct.
- Checkpoint amenities are in place for use by the mushers; food and sleeping arrangements are not guaranteed for handlers. Please do not eat the food or use sleeping quarters without first talking to the checkpoint manager.

CHECKPOINT, VET CHECKS AND DOG DROP PROCEDURES

A handler is not permitted to touch any dog, gear, equipment, food or water at any time, except:

- While parking a team or during immediate departure.
- Unless directed to do so by a Race Judge or the Race Marshal.
- Until after the musher and team have officially checked out and left a checkpoint.
- In an emergency where anyone is permitted to assist any team (i.e. dog fight, loose dog, loose team etc. to prevent harm to the dogs).

CHECKPOINT

Handler Arrival

When the handler arrives at a checkpoint, they are to identify themselves to the checkpoint personnel.

- The handler should inquire about the following:
 - The locations where the teams will be arriving and departing.
 - The location and limits of the holding area.
 - Location of food drop bags, straw, water, methyl hydrate (methanol), musher's food and musher's sleeping area – info to pass along to your musher.
 - Current standings and the approximate/expected arrival time of teams.
- Try to arrive at a checkpoint before your musher does. Prepare – talk with your musher well in advance of the race to:
 - Clarify their expectations AND yours
 - Develop the plan for camp set-up in Dawson City
- Keep an eye on what's happening in the race; things change and schedules can vary significantly with weather and trail conditions. Remember that bad weather will also influence your travel time.

Except in Dawson City, a handler is not permitted:

- To pre-order, pick-up or pay for food for mushers at checkpoints
- To access any services for mushers (straw, food drop bags etc...)
- To enter the mushers sleeping area –only a Race Judge or the Race Marshal can enter the mushers sleeping area to communicate with mushers.

Musher Arrival

When a dog team has entered a checkpoint and the musher has completed the official check-in procedures, the handler may then take control of the team's leader(s) or the sled and assist the musher in moving the team to the location designated as the parking spot for that team. After the team is secured, the handler must immediately leave the holding area. Give your musher information about the location of services (straw, food drop bags, sleeping quarters, food) or the location of a Race Judge or Vet.

Holding Area (Dog Yard)

- Only one handler per team will be authorized to be in the holding area at any time, except in Dawson, to *observe only*. If the musher is in the holding area, the handler must leave.
- When the handler is in the holding area of any checkpoint, the handler shall wear the YQI Handler armband or neck tag in a manner that is highly visible.
- While in the holding area, the handler may stand either at the front or at the rear of the team behind the sled. The handler may not walk back and forth or chat with the dogs.
- Know the rules and understand your responsibilities and limitations. If you are not sure about something **ASK** a Race Judge or the Race Marshal **BEFORE** you do it. They are the only people on the trail with authority regarding questions on rules, assistance or conduct.

Musher Departure

A handler is never permitted:

- To notify any checkpoint personnel of a musher's intention to depart a checkpoint.
- To sign any musher out of a checkpoint.

A handler is **ONLY** permitted to assist:

- When the team is being moved from the holding area to the check-out location for immediate departure.
- If instructed to do so by a Race Judge or the Race Marshal (i.e. this instruction might be issued if an entry or exit to an area is particularly tricky).

Handler Departure Responsibilities

Once your team has officially checked out and left the dog park, wait for at least 30 to 60 minutes in case your musher returns, then enter the holding area and collect the supplies, debris and trash. It is the handler's responsibility to clean up and properly dispose of all waste including trash, debris, straw, and animal waste. If you are unsure of disposal procedures/locations, ask a Race Judge or the Race Marshal. *The musher will incur monetary and/or time penalties if this collection and disposal is not done properly. Rule Trail Procedure #19.*

- It is *strongly* recommended that the handler have a hard tined rake and a broom style rake.
- Use good quality garbage bags to make your life easier (cheap ones break easily in the cold).
- Clean your dog team's parking spaces well.
- Do not remove food drop bags, clean up your musher's parking area, or leave a checkpoint less than 30 minutes to one hour after your musher's departure. *If your musher has to return to the checkpoint for any reason, they will not be able to access their food drop bags if they have been handled.*

VET CHECKS

- During mandatory Vet Checks or musher initiated vet exams at checkpoints, the handler will leave the holding area without being asked or instructed to do so – exceptions are in Dawson City and during the collection of blood/urine samples.
- The handler may be present at all times during the collection and sealing of blood and/or urine samples from their team and is authorized to sign the documents evidencing the procedure and **shall do so if the musher is not there**. See Rule Trail Procedure #43 Drugs.

- At no time may the handler administer or provide any type of substance including medications, food or water to any dog in any team within the checkpoint unless directed to by the Race Marshal, a Race Judge, the Head Vet or a Race Vet.
- When a dog is dropped from a team at a checkpoint, the handler may take physical custody of the dog **ONLY** from a Race Vet, a Race Judge or the Race Marshal **AFTER** the appropriate forms have been completed.

DOG DROPS

Remote Dog Drops

Handlers are not authorized to be at remote dog drops - Scroggie Creek and Slaven's Roadhouse. All dogs flown out of remote dog drops and Eagle checkpoint will be flown forward to the next road accessible checkpoint or dog drop (weather permitting).

McCabe Creek Dog Drop

Handlers are permitted and welcome at McCabe Creek dog drop, though there is limited parking and services at the location itself. Owners ask that dog trucks park at the large pull-out just North of McCabe Creek bridge (east side) and walk across the highway and then 1 mile/1.6km along the driveway into McCabe Farm (note: this is also the Quest trail, so keep an eye out for dog teams). Should you need to drive in to pick up a dropped dog, please be mindful of dog teams and drive slowly. McCabe Creek/Farm is located approximately at KM marker 422 along the Klondike Highway.

Retrieving Dropped Dogs

When retrieving a dropped dog from a Race Veterinarian, discuss that dog's condition carefully with the Vet – if you have any questions, **ASK!**

- Be sure that you completely understand any **TREATMENT** or **PRESCRIPTION** that the Race Vet recommends for your dropped dog – this is very important.
- It is advised that you have the dog checked again by a Vet six hours after being dropped, and in some cases regularly for 12-15 hours. Don't hesitate to have a dog checked again by a Race Vet at the next checkpoint or dog drop.
- Before leaving any checkpoint or dog drop, determine if your musher dropped any dogs there – don't start driving unless you **KNOW** that all of your musher's dogs have been accounted for.
- **When arriving at Pelly Crossing, Dawson City or Circle City**, check with checkpoint personnel to determine if any dogs from your team were dropped at a remote location and are waiting for you or are expected to arrive at that checkpoint.

DAWSON CITY MANDATORY LAYOVER

Dawson City and the 36-hour mandatory layover are unique features of the YQ. This is the **ONLY** time and location where handlers can take an active role in the care, feeding and treatment of the dogs in your musher's team and assist your musher with equipment and supplies. The **Dawson Campground Dog Park** is located in West Dawson across the Yukon River by Ice Bridge. The campground is on your right-hand side. The Dawson Campground Dog Park is considered a holding area. Pay attention to the restrictions that apply. If an alternate location is to be used YQ will notify you beforehand.

The more you plan ahead for your Dawson Campground Dog Park routine, the easier it will be during the race and the more effective you will be in assisting your musher and the team. Know exactly what your musher wants in Dawson before the race starts. Have a plan and be ready when your musher arrives.

Handler Arrival

- A checkpoint volunteer will assist you in retrieving your food drop bags and designated straw bales.
- A checkpoint volunteer will also verify the correct dog park campsite number for your dog team.
- Determine where, when and how much firewood you can pick-up for your dog park campsite. This firewood is provided by the YQ and is only available for your use **after your dog team has officially checked in at Dawson**, but you may draw enough wood to have an established fire going when your team arrives.
- Until the first dog team has arrived in Dawson, you may drive your vehicle into the dog park at will. Once the first team has arrived in Dawson, the dog park is closed to all non-official vehicles. Dog truck parking is located outside the gates of the campground along the roadside.
- Once the first dog team has arrived in Dawson you may drive into the dog park **ONE** time to drop off all needed gear and supplies. Once those items have been off-loaded, you must move your vehicle out of the dog park ASAP. You are not permitted to wait until after you have your campsite set-up.
- Estimate your team's arrival time (check in with the checkpoint or on the YQ website).
- **BE READY FOR YOUR MUSHER** – Handlers can be of great help getting their teams across the Yukon River to their pre-established dog park campsite.

Musher Arrival

- Once your musher arrives, wait for them to officially check-in.
- Assist your musher in getting the team across the Yukon River and parked at your dog park campsite.
- Follow your musher's instructions carefully for rest, feeding, watering, walking/jogging, treatments, etc.
- Pick up immediately after your dogs, **ALWAYS – you are responsible for dog waste in the campsite area AND on the road. The road has been left with an incredible amount of waste in the past. This will no longer be tolerated.**
- Know the timing of your Mandatory Vet Check and any Mandatory Re-Checks.
- Assist the Vet Team with any necessary urine samples & sign the required documents (if musher not present).
- Double-check with your musher to see if they dropped any dogs at Scroggie Creek (odd-numbered years) or Slaven's Roadhouse or Eagle checkpoint (even years).

Handler Departure Responsibilities

Once your team has officially checked out and left the dog park, wait for at least 30 to 60 minutes in case your musher returns. You can then break down camp, pack all gear and *completely* clean up your campsite (this includes bagging *all* straw). Once done you can bring your vehicle in to load. You are only permitted to leave the campground for the next checkpoint once your site has been inspected and approved by a volunteer or official.

NOTE: In the past, the Dawson City RCMP Garage has been left in a mess, including dog waste on the floor. It is imperative that the space is left clean with each musher/handler's departure otherwise the YQ will lose its privileged use.

PACKING THE TRUCK

Here is a list of highly recommended items:

- A hard tine rake AND a broom style/garden-leaf rake
- Hand warmers
- Long leash
- Good quality, strong and durable black garbage bags for clean-up
- Snow shovel and toboggan – good for setting up your campsite in Dawson City
- Water and food for everyone in your rig – dogs and humans
- Minimum 5 gallons of extra fuel
- Extra fluids for the truck - power steering, hydraulic, anti-freeze, oil
- Windshield wiper fluids, spare tire, jack, wrench
- Extra-long extension cord, battery charger
- A warm sleeping bag and extra winter clothing for road emergencies
- A copy of all dog health certificates
- Maps, a copy of the YQ 2019 Rules, **and this document**

DRIVING THE YUKON QUEST

All road sections can be extremely icy and snow packed. Be careful. It's a long journey. This isn't a race for you. Stop when you get tired and convoy if possible. Obey speed limits in communities in the Yukon to keep everybody safe. *The RCMP is known for doing speed control during the YQ.*

Fairbanks to Two Rivers checkpoint (58mi/ 93 km)

Going north on the Steese Highway, take a right at Chena Hot Springs Road Exit, go to milepost 53. Turn left into the checkpoint area. Handlers must park in the first parking area (it will be well marked). Handlers' trucks will not be allowed past this first area as the checkpoint has very limited parking. Gas is available at Pleasant Valley Store in Two Rivers.

Two Rivers to Mile 101 (101 mi/ 162 km)

Completely fuel up your vehicle in Fairbanks or at the Pleasant Valley Store in Two Rivers, and bring extra gas cans - there is no gas between Fairbanks and Central. When leaving Two Rivers, turn right on Chena Hot Springs Road, going back the way you came, all the way to the Steese Highway. Turn right (north-east) on the Steese Highway, which takes you to Mile 101. After that, the road is narrow with lots of curves, overflow across the road and tiny-to-non-existent shoulders.

Be extremely careful at 13 Mile Summit and Eagle Summit going in and COMING OUT! When stopping at Mile 101 be very aware of the traffic on the road, snow plows will be out and about.

Mile 101 to Central (26 mi/ 42 km)

You will go over Eagle Summit and then begin a long descent into Central. If you miss the checkpoint you are asleep at the wheel. Don't do this drive in the dark. Watch for possible overflow, white-outs and snow plows. Fuel is available in Central, and not guaranteed in Circle.

Central to Circle (33 mi/ 53 km)

When you drive this section, during the day or night: Have it Together! The road is mostly gravel, no shoulders, lots of curves and numerous places to run way off the road. If you do go off the road the recovery vehicle will have to come from Fairbanks. It is also one of the more mind-numbing sections you will drive during this race.

Circle to Whitehorse (743 mi/ 1196 km)

First fuel up in Central after you reverse your travel back to Fairbanks, driving back through Mile 101; use the same cautions.

Out of Fairbanks, take the Richardson Highway down to Delta Junction and turn left (east) on the Alaska Highway down to the USA-Canada border. Just before Beaver Creek, you will go through Canadian Customs at Alcan Crossing. Starting about 6 miles East of Delta until Gerstle River, watch closely for buffalo (bison) who are not shy about being on the road. Plan your rests, meals, and fuel ups on this trip! It will take a long time and there will not be many good fueling opportunities along the way so plan ahead! (Many gas stations have limited hours – check ahead and bring extra fuel!) Between Beaver Creek and Burwash Landing in Canada, the highway is chock full of serious frost heaves, potholes and rough road. Take your time here and slow down!

Keep driving on the Alaska Highway to Haines Junction and take a left at the stop on the Alaska Highway to Whitehorse. Fairbanks to Whitehorse takes roughly 11-12 hours. You can get gas in Tok, Beaver Creek, Destruction Bay or Haines Junction.

Between Whitehorse and Dawson City (335 mi/ 535 km)

From Whitehorse, you will head north on the Alaska Highway for a few kilometres and then turn right onto the Klondike Highway (North) to get to Dawson City, Pelly Crossing, McCabe Creek Dog Drop, Carmacks, and Braeburn. The Klondike Highway is overall good driving, and on the way to Dawson, you will pass all the above-mentioned checkpoints. Gas is reliably available at Carmacks, Pelly Crossing, and Dawson City, but be sure to check the station hours ahead of time. This highway can be icy and when you turn left at Stewart Crossing (north of Pelly Crossing), the road is often snow packed and/or icy. Watch out for traffic, especially large trucks! When you arrive in Dawson City, proceed to the checkpoint on Front Street for instructions and information. The Dawson City Checkpoint is located within the Klondike Visitors Association log building.

Dawson to Pelly Crossing (155 mi/ 250 km)

Reverse your travel and take the Klondike Highway (South) to Pelly Crossing. The Checkpoint is located within the Community Hall at the Northeast corner of town. Turn left at the gas station and follow the road toward the river.

Pelly Crossing to McCabe Creek (25 mi/ 41km)

There is very limited signage for McCabe Creek Farm so keep a keen eye out. Usually, handlers are permitted and welcome to drive all the way to McCabe Creek Dog Drop. But please be aware that the access is a very long (1 mile/1.6km) but narrow driveway. This driveway is also the YQ trail. If you drive in please drive slowly, be extremely careful and watch out for dog teams on the driveway! Ask the Dog Drop staff for advice on parking at McCabe Creek as some areas are reserved for dog team parking. To avoid any conflicts you could also park your dog truck at the area near the highway and walk to McCabe Farm.

McCabe Creek to Carmacks (41 mi/ 65 km)

From McCabe Creek continue south of the Klondike Highway to Carmacks. The Carmacks Checkpoint is located within the community center on River Drive (from the Highway turn right on Freegold Road, right onto River Drive and you should see the community center just up ahead).

Carmacks to Braeburn (48 mi/ 77 km)

Braeburn Lodge is located directly on the Klondike Highway, there will be warning signs for flaggers up ahead, as dog teams will be crossing the highway to access the checkpoint. There is usually (but not always) gas available so it is recommended to fuel up in Whitehorse. From Braeburn continue south on the Klondike Highway to get to Whitehorse.

Braeburn to Whitehorse (62 mi/ 100 km)

This is the last leg of your journey! Continue along the Klondike highway until it intersects with the Alaska Highway. Turn left onto the Alaska Highway towards Whitehorse and be prepared to greet your musher at the finish line!

GAS STATION LIST

Between Whitehorse & Dawson City

WHITEHORSE- numerous			
TAGS/ Husky	4221 4th Ave.	24hours/day 7days/week	
Petro CANADA	Mile 910 Alaska Hwy	24hours/day 7days/week	
AFD Petroleum	44 MacDonald Rd. in Taylor Industrial Area	Mon-Friday, 0800-1700	
BRAEBURN			
Braeburn Lodge	on Klondike Hwy (at Checkpoint)	0700-0100, full hours at race time	restaurant
CARMACKS			
Tatchun Center	on Klondike Highway	0730-2200	general store
PELLY CROSSING			
Selkirk Grocery	on Klondike Highway	1000-1900	grocery
Stewart Crossing (North 60 Petro)	on Klondike Hwy (btw Pelly & Dawson)	Mon-Thu 0900-1800, Fri-Sun 0900-1900	gas available 24/7 with credit & debit
DAWSON CITY			
Dominion (North 60 Petro)	in Dawson town site	Mon-Fri 0700-2100 Sat-Sun 800-2100	gas available 24/7 with credit & debit
Bonanza Esso AFD Petroleum	on Klondike Hwy (before Dawson) KM 712 Klondike Hwy	0900-1800	grocery Cardlock open 24/7

Between Whitehorse & Fairbanks

HAINES JUNCTION- several			
Fas Gas	on Alaska Highway	0700 – 2100	convenience store, small grocery
DESTRUCTION BAY			

Talbot Arm Motel	on Alaska Highway	0700 – 2300	restaurant/grocery
BEAVER CREEK			
1202 Motor Inn	on Alaska Highway	1000 – 2100	convenience store
BORDER CITY			
Border City Motel and RV Park	Mile 1225.5 Alaska Highway	0600 – 2200	convenience store, motel
TOK			
Multiple gas stations	on Alaska Highway	Extended hours	ATM, food, service
DELTA JUNCTION			
3 gas stations	on Alaska Highway	Extended hours/ credit card pump	
NORTH POLE			
3+ gas stations	On Richardson Highway		Food, grocery, gas, ATM

Between Fairbanks & Circle City

FAIRBANKS- numerous			
Sourdough Fuel	Airport Rd, S. Cushman, Farmers Loop	24hour credit card pump	
Fox General Store	Mile 11.5 Steese Hwy N	24hour credit card pump	groceries
PLEASANT VALLEY			
Pleasant Valley Store	Mile 23.4 Chena Hot Springs Road		groceries, gas
Hot Springs Gas	Mile 3 Chena Hot Springs Road		gas, convenience
CENTRAL ***** COMPLETELY FILL UP AT CENTRAL CORNER BEFORE HEADING TO CIRCLE*****			
Central Corner		Open during restaurant hours	food, groceries, gas
CIRCLE			
H. C. Company		Limited hours	tire repair

**Please note - This is a guide and winter hours are subject to change.*

CONDUCT

The Code of the North dictates that “all travellers be courteous, helpful, generous and honourable”.

Please remember that as a handler you are part of the overall YQ image and an ambassador to your musher. As such, your behaviour and demeanour will be judged by all the people who observe us along the trail. It is critical that we all conduct ourselves in a friendly, courteous and professional manner.

The musher may incur a penalty, withdrawal or disqualification for rude behaviour or inappropriate actions by a musher or handler. This includes any publication, sharing, posting or comments deemed false, derogatory or negative towards any musher, race personnel, volunteer, the Yukon Quest organization or their supporters.

(Rule - Trail Procedure #50)

FINAL WORDS

Have fun and be safe. This is an opportunity to meet new people and see some beautiful country. Read the race rules and carry a copy in your truck. You are responsible for the rules that apply to you, and by extension, your team. The YQ is unique because you really are part of the team. Your actions can and will have a profound impact on your musher. Be supportive. Be patient. Let your musher “vent” if they need to. Everyone is going to be really tired, so try and stay focused on what your role is during the race. Some input from Joe May below, used with his permission:

A NOTE FOR YQ HANDLERS

“Since the inception of the YQ, the handlers’ convoy has, for some, proven to be as gruelling as the dog race. Frozen engines, flat tires, and blown transmissions aren't unknown. Cooperation with other crews long ago has become the norm. Please help each other if needed. It's a long cold road. The upside is that it's an opportunity to meet some great new people. Over the years, waiting in the checkpoints, and on the long haul between Circle and Dawson City, I suspect there've been marriages made, divorces announced, 300-mile silences, tons of potato chips consumed, and maybe germination of a notion to run the race someday. In any event, have fun, stay warm, and drive safe....” *Joe May*

Thanks for participating and have a great race!

