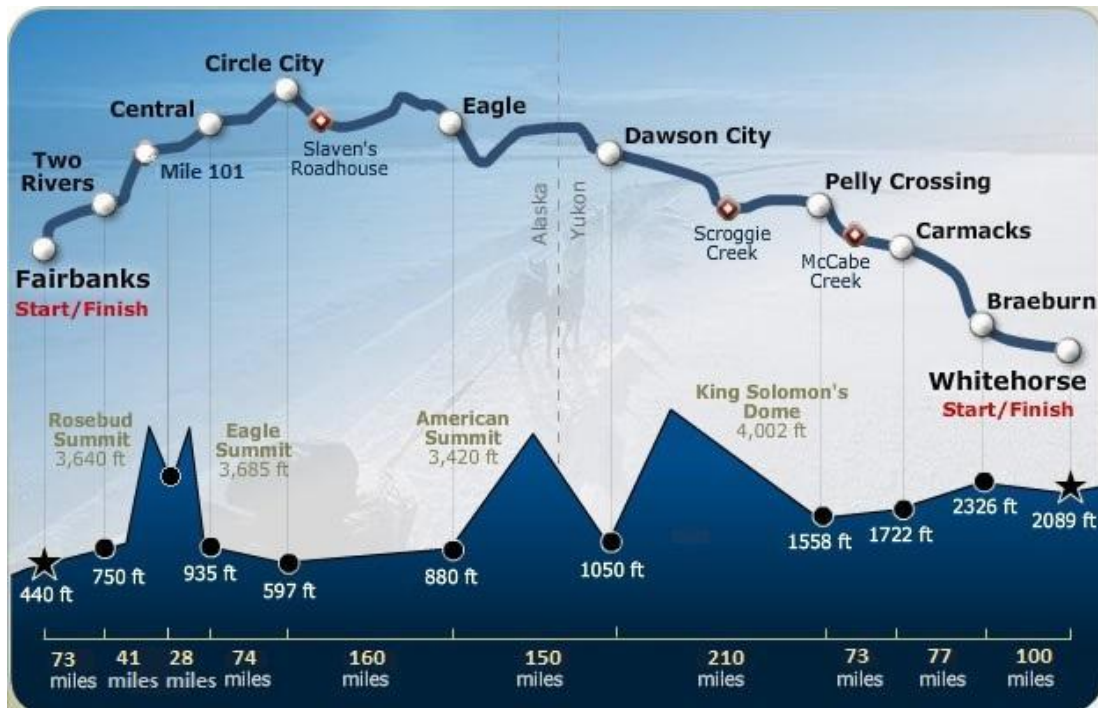


What Happens at Checkpoints?

There are **9 checkpoints** along the trail, plus the start and finish lines. Visitors are welcome at the official Yukon Quest Checkpoints along the trail, although access and services can be very limited.

In the Yukon, the race begins in Whitehorse and goes through four checkpoints: Braeburn, Carmacks, Pelly Crossing, and Dawson City. In Alaska, the race goes through five checkpoints: Eagle, Circle City, Central, Mile 101, and Two Rivers. The race then culminates in Fairbanks at the Finish Line.



Mushers must personally check in and out of each checkpoint before going on. The time into each checkpoint is recorded upon the teams' arrival and their required gear is checked. Mushers are allowed to access their food drop bags and teams are evaluated by a Yukon Quest Veterinarian at each checkpoint. Dogs unable to continue the race may be left in the care of the veterinary team at any checkpoint along the trail. Mushers can access supplies including their food drop bags, straw for bedding the dogs, water, food, and a designated place to rest, as well as gain valuable information including weather and trail conditions.

Checkpoints are where dogs get most of their rest and medical care from the veterinarian team, therefore no visitors or volunteers are allowed in the dog yards.

What are Dog Drops?

Dog Drops are designated places along the trail where mushers can "drop" a dog if he is injured or not doing well. Unlike checkpoints, mushers are not required to stop at a dog drop, nor are they able to resupply their sled. The YQ Vet Team takes care of the dog and has the dog transported to the next checkpoint, where the "dropped" dog will be met by and returned to the musher's handler.

Important:

McCabe Creek, Stepping Stone, Scroggie Creek, 40 Mile and Slaven's Roadhouse are Dog Drops and/or Hospitality stops for mushers and officials only – they cannot accommodate visitors.