

YUKON QUEST 100 SLED DOG RACE 2024 RULES

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PREAMBLE

This race is proposed to be an educational, cooperative, yet competitive, adventure for experienced dog mushers and those wishing to gain experience for a longer distance race.

CODE OF THE TRAIL: Competitive efforts in the spirit of the Yukon Quest are only valid if dog care is implemented at the highest level. A dog musher recognizes and accepts that honour on the trail is only achieved through constant respect and care for all the dogs in each team. It is on this the mushers will be judged.

1. 2024 Yukon Quest Date

The official starting date for the 2024 Yukon Quest races will be **Saturday, February 3rd, 2024**, at 11:00 a.m. local time. The YQ450 will start at 11:00 a.m., followed by the YQ250, then the YQ100. The official starting place will be Whitehorse, Yukon, unless otherwise designated by Yukon Quest International (hereinafter referred to as YQ). Any changes to this rule may be made by the YQ Race Marshal with approval from the YQ Race & Trail Committee. The race will be held as scheduled, regardless of weather conditions.

2. Entering the Race

a. Opening Day for Race Entries

2024 YQ100 entry opens Saturday September 9th, 2023. Receipt of the \$100 CDN non-refundable entry fee, completed application form, completed musher's profile, completed Code of Conduct form, and musher photo (minimum 1 MB) will constitute the musher's intent to enter the race, and acknowledges that the musher understands and agrees to comply with each and every Rule as stated. YQ reserves the right to reject any entry.

b. Entry Fees

The entry fees are

- \$100 CDN from September 9th to October 8th, 2023.
- \$200 starting October 9th, 2023.
- \$300 starting December 9th, 2023.

Entries close at 3:00 p.m. Yukon time January 3rd, 2024. Late entries between January 3, 2024, and January 20, 2024, MAY be considered on a case-by-case basis, and no entries will be considered after January 20, 2024. An entrant withdrawing for any reason will forfeit the entire entry fee.

c. Conditions of Entry

- Entries are determined on a first-come, first-served basis.
- All registered mushers must be members in good standing with YQ.
- Kennel entries must name a musher to enter. Mushers may be changed, or entries transferred to another kennel for a fee of \$100.
- Kennel transfers and musher changes for non-medical reasons are not allowed after 25 teams have entered or after January 20th, 2024.

- All applicants will have their applications to enter the YQ100 reviewed by the YQ Race & Trail Committee.
- Musher must be a minimum of 18 years of age by the start of the race.
- YQ will honour censures from the Iditarod Trail Sled Dog Race. Censures from other sled dog racing organizations may also be honoured.
- Entry will not be accepted until unpaid fines and bills to YQ are paid.
- No one convicted of animal abuse or neglect may enter the YQ races.
- Each musher grants YQ the unqualified and unrestricted right to use all written information, photographs, video tape or other visual media of the musher, dogs and their support personnel taken during the YQ or any phase of the YQ, including scheduled events before or after the YQ, for promotional, revenue generating and/or other purposes, without compensation of any kind and without the right to approve the media or its usage. YQ includes Yukon Quest International Association (Canada); as well as their agents, officers, employees, sponsors and volunteers.
- Each musher agrees to read, understand, sign, have notarized and submit to YQ the Musher Release and Hold Harmless Agreement before the start of the race. Each musher shall also sign all documents or promotional material requested by YQ prior to or at the Musher's Meeting. Failure to comply will result in disqualification.

d. Mandatory Musher & Handler Meetings

It is mandatory that all competitors attend the following race meetings and events;

- **Paperwork and Race Materials Signing Event
- **Meet the Musher & Bib Draw
- **Sponsor Evening
- **Musher and Handler Pre-Race Meeting (musher with at least one handler must attend)
- Pre-race Vet Check - refer to rule 5.a
- **Post-Race Musher Meeting
- Finish & Awards Evenings (mandatory for all mushers who have crossed the finish line up to two hours before the finish/awards evening begins)

**Failure to answer all roll calls in person will result in a \$150 fine.

Exact dates, times and locations for these meetings, will be confirmed and communicated by the office, to all competitors, prior to the event.

e. Substitution of Musher for Medical Reasons

Substitution of mushers for unforeseen medical reasons will be permitted up to the start of the Pre-Race Musher's Meeting, upon approval of the YQ Race & Trail Committee and payment of a \$100 fee. Substitute mushers must meet all YQ

musher qualifications.

f. Limit of Entries

The maximum number of teams for the race is 25. Once the maximum of 25 is reached, a waiting list will be established on a first come, first serve basis. YQ reserves the right to make last-minute decisions and changes as needed.

g. Waiting List

To qualify for the waiting list, the official entry form must be completed, and the appropriate entry fee paid, of which \$100 is non-refundable if the musher withdraws from the waiting list.

Entry fees will be fully refunded should a musher on the waiting list not make the entry list. If a musher withdraws from the race, the name at the top of the waiting list will be moved up to the entry list. The slot will be held open for no more than three business days after notification, up to January 20th, 2024.

3. Prize Money (CDN Currency):

a. Purse

The purse will consist of a minimum of \$5,000; breakdown is as follows:

1st	\$2,000
2nd	\$1,000
3rd	\$700
4th	\$450
5th	\$250
6th	\$200
7th	\$100
8th	\$100
9th	\$100
10th	\$100

4. Race Officials

a. Race Marshal

The intent of the rules will guide the Race Marshal and Race Judges in their decisions. The Race Marshal is in charge of all aspects of the race from the pre-race Musher's Meeting to the Finish & Awards Evening, or until the last team has crossed the finish line.

The Race Marshal may waive or reduce monetary or time penalties for unforeseen circumstances that may befall a musher. The Race Marshal or a Race Judge in conjunction with a Race Veterinarian shall have final authority to remove a dog(s) from the race for medical or other reasons.

b. Race Judges

Race Judges will act as deputies of the Race Marshal.

c. Head Veterinarian & Race Veterinarians

Race Veterinarians are present throughout the race to monitor the health and welfare of all dogs, advise mushers in caring for their dogs' medical needs, and provide veterinary treatment for dropped dogs, if necessary.

d. Checkers

Race checkers will record the time a team arrives and leaves a checkpoint.

5. Dog Welfare

a. Vet Check

All dogs must be examined by a qualified YQ approved licensed veterinarian of the musher's choice at the musher's expense, or by a licensed veterinarian sponsored by YQ at the official vet check. The YQ will not provide this service after the official vet check. The Race Marshal in conjunction with the Head Veterinarian has authority to disqualify unfit teams examined at the official vet check. YQ 100 entrants who are Iditarod OR YQ1000 veterans may have their dogs examined by a YQ approved licensed vet of their choice. All other entrants must have their dogs examined at the YQ official Vet Check.

Entrants who are required to participate in the YQ official Vet Check must attend or they cannot start the race. Any dog, which cannot qualify for a certificate of good health will not run in the race. All examinations must be done prior to the start of the race.

All teams attending the Vet Check will have the entered musher present. Vet Check date is Friday February 1st, 2024, from 8:00 a.m. until 2:00 pm. The time and place of the Vet Check will be confirmed by YQ.

The official YQ health certificate must be presented prior to the start of the Pre-Race Mushers' Meeting. Failure to comply will result in disqualification. The time and place of the Vet Check will be announced by YQ.

b. Vaccine Requirements

- Combination Vaccine that includes but is not limited to Parvovirus and Distemper between March 2, 2023 and January 14, 2024
- Bordetella (kennel cough) intranasal or injectable between September 2, 2023, and January 14, 2024.
- Rabies Vaccine given no later than January 14, 2024.
- Rabies Certificates and Vaccine Records will be required to prove vaccination status.
- Dates of administration of parvo, distemper, bordetella, and rabies vaccines are required.
- Serial numbers of the vaccines are required for those who self-vaccinate their dogs. Save the stickers / serial numbers from the vaccine vials as proof.

c. Treatment of Dogs

There will be no cruel or inhumane treatment of dogs. Dogs will not be compelled by any form of intimidation. Mushers are responsible for the health and welfare of their dogs. The Race Marshal, or a Race Judges in conjunction with a Race Veterinarian, will have absolute authority over dog teams. Their judgment as to withdrawal of a dog(s) from the race, or any other conditions related to dog care, shall be final.

The health and condition of all dogs may be assessed at any checkpoint or dog drop, or in the case of a suspected emergency, at any point along the trail. Dogs may not be examined without the musher's knowledge (except in emergencies).

Race Veterinarians, in conjunction with the Race Marshal or a Race Judge, may perform a veterinary exam or detain teams at any checkpoint or dog drop. No dog team will leave a checkpoint until the dogs in that team are fit to continue in the race.

d. Care and Feeding of Dogs

All care and feeding of dogs will be done by the mushers only. No force feeding of dogs is permitted. Mushers may assist one another with care and feeding of dogs between checkpoints. At no time during the race may a musher house dogs in heated shelters.

e. Mandatory Rest

There will be a total of 4 hours mandatory rest taken at the time station. During the mandatory stop, each musher's race differential will be served.

f. Drugs

The musher must ensure that their dog team free of all prohibited drugs and foreign substances from the time of the Vet Check until released by a Race Veterinarian or Race Official after the team has finished the race. Dogs that are continuing in the race shall not receive any of the following:

- Any substance by injection.
- Acupuncture.
- Cold laser therapy.
- Corticosteroids or anabolic steroids.
- Any seizure medications.
- Any other treatment or therapy that, in the opinion of the Head Veterinarian, is not in the best interest of a dog that is to continue in the race.

The Head Veterinarian must be notified of any dogs receiving allowed medication to treat an existing medical problem and a statement from the attending veterinarian describing the diagnosis and treatment must be presented with the YQ health certificate. If a Race Veterinarian finds it necessary to treat a dog with a prohibited drug, that dog must be dropped from the race.

The following drugs will be permitted subject to the approval of the official supervising Race Veterinarian:

- Topical medications without steroids (DMSO and anti-inflammatories are not allowed, i.e. Voltaren with diclofenac).
- De-wormers.
- Antibiotics (except procaine penicillin).
- Anti-diarrheal (except those with salicylates, i.e. Pepto-Bismol).
- Omeprazole or famotidine (i.e. Pepcid or Prilosec).
- Oral medication, implants and injectable medications used for miss-mating events have potential for severe side effects and should be used under veterinary supervision. All miss-mating injections must be given no later than 28 days prior to race start.

All other drugs and foreign substances are prohibited.

Each musher is required to protect and guard their dog team against the administration, either internally or externally, of any foreign substance. A positive test indicating the presence of a banned foreign substance shall give rise to a presumption that the musher has failed to meet the duties imposed upon them.

Fines or penalties levied for violations of this rule shall be based on the seriousness of the offense and will be assessed after completion of the race. The Rules Committee will recommend fines or penalties to the Board of Directors for final decision.

The Racing Commissioners International Uniform Classification of Foreign Substances will serve as a guideline in establishing these penalties, which may be as severe as disqualification and censure from future races.

g. Expired Dogs

Any dog that expires during the race for any reason must be taken to the checkpoint and delivered to a Race Official, or it may be directly delivered to a Race Official at a sooner opportunity. If no Race Official is present, the dog may be submitted to a Race Veterinarian. A necropsy will be performed on all expired dogs by a licensed veterinary pathologist or veterinarian.

If death of a dog has occurred through obvious external forces, i.e. run over by a snow machine, the musher may continue. If death of a dog has occurred through indeterminate reasons, the musher will be declared withdrawn from the race. The death of any dog may result in the disqualification of the musher, and/or prohibition from entering future races.

6. Musher Conduct

a. Sportsmanship

The Code of the North dictates all travelers be courteous, helpful, generous and honourable. 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 manager, official, volunteer, the Yukon Quest organization, or their sponsors or supporters. This rule is in effect from 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 valued and important participants in this event. It is the musher's responsibility to embody the upper limits of human performance. A true Sportsman is an inspiration to all.

b. Race & Trail Courtesy

Standard race courtesy shall prevail. A musher and team must relinquish the trail at the request of an overtaking musher, except within 1 mile/1.6 kilometers of the Finish Line. Ski poles may not be used within 100 yards/92 meters of another team.

c. Clearing the Trail

Mushers setting up camp must clear the trail of their dogs and gear. Build fires a safe distance off the trail. Failure to do so may result in fines and/or time penalties at the Race Marshal's discretion.

d. Litter

Litter of any kind may not be left along the trail or at cabins, including dog booties. Camps must be cleaned up before the team moves on. Excess food or gear may be given only to residents along the trail or to other mushers. This is a historic trail, and its continued use for the race relies upon compliance with this policy. A Race Official may approach a musher at any checkpoint or hospitality stop to ensure that the garbage they generated from the last run was not abandoned and is in the sled. Failure to abide by this rule may result in disqualification, \$150 fine and/or 2-hour time penalty.

e. Tampering

No musher may tamper with another musher's dogs, food or gear.

f. Outside Assistance

No planned help is allowed throughout the race. No musher may receive outside assistance between or at checkpoints unless an emergency has been declared by the Race Marshal, or if an emergency is ruled to have occurred, after the fact. 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 YQ100 Trail between checkpoints. In the event of a loose dog or runaway team anyone may assist the musher without penalty to the musher.

Outside assistance is allowed for a team that is arriving at or leaving a checkpoint, and at the start line. Any person may assist a distracted, tangled or off-course team if it becomes apparent that help is required for that team to enter or exit in a safe and orderly manner.

g. Demand for Food & Shelter

A musher may not make demands for food or shelter along the trail or at checkpoints.

h. Killing of Game Animals

In the event that an edible game animal (moose, caribou, elk, etc.) is killed in the defense of life or property, the musher must salvage the meat for human use before proceeding along the trail. A food animal must be gutted. This incident must be reported at the next checkpoint. YQ will arrange for further salvage. Any other animal killed in defense of life or property must be reported to a Race Official.

i. Motorized Vehicles

In no case may a musher accept assistance from any type of motorized vehicle between checkpoints (except as allowed under Rule 7.j.). Pacing is prohibited.

j. Competitiveness

The Race Marshal may at any time withdraw or disqualify a Musher they believe

- is not making a true attempt at running a competitive race or
- is not able keep up with the race thus endangering themselves and/or their dogs, and/or
- is causing undue burden upon the Yukon Quest race organization.

The Race Marshal will make this call based upon the condition of the team, trail and weather conditions, attitude and skill level of the musher, as well as the pace at which the team in question and other teams are traveling. Any musher whose conduct, lack of skills and/or conditioning of their team is deemed to expose the dogs or musher to risk in the judgment of the Race Marshal, shall also be withdrawn or disqualified.

k. Musher's Report / Protest Form

The Yukon Quest will only survive if the competition is conducted fairly and the dogs are well cared for and humanely treated. It is the duty of every musher to report all violations of these Rules to the Race Marshal or Race Judges. The forms for reporting violations or protests are available from the Race Officials and at checkpoints. Any Musher's Report/Protest Forms must be submitted to a Race Official within 72 from when the last team crosses the finish line.

7. Team Management

a. Dog Minimums and Maximums

Mushers must start the race with no less than six dogs and no more than eight dogs; and must finish with the same no. of dogs that they started with, on gang line or humanely carried in the sled. Dogs may not be added to a team after the start of the race. An expired dog does not count as a dog for the minimum required. Only dogs suitable for Arctic travel will be permitted to enter the race.

b. Harnesses

The neck (and breast panel where applicable) of all harnesses must be padded.

c. **Marking / Tagging of Dogs**

All dogs leaving the starting line may be identified by a marking system as determined by YQ. In addition to this, all dogs will be identified by tags, with the musher's bib number and a letter. YQ will provide these tags to the musher, prior to the start of the race. No microchips are required for dogs participating in the YQ100.

d. **Switching of Dogs**

Switching of dogs between teams is not permitted after teams have officially left the start line. Following the issuance of tags and dogs receiving health clearance by Race Veterinarians, any exchange of dogs by the mushers must be approved by the Race Marshal, and that must occur prior to leaving the starting line.

e. **One Musher per Team**

Only one musher per team is permitted, and that musher must complete the race with that team only.

f. **Team configuration**

There will be no loose leaders; necklines are not required on leaders or team dogs. All team dogs will be either attached to the gang line or safely hauled in the sled.

Mushers are required to be in possession of functional necklines for the entire team at all times. The use of necklines may be required for individual dogs, individual teams, or all teams, at the discretion of the Race Officials.

Dogs may not be led behind the sled.

g. **Hauling Dogs**

A musher may not allow any dogs to be hauled by another team. A musher's dogs hauled in the sled must be hauled in a secured, protected, humane manner and the dog must be in front of the musher, not behind, for instance in a trailer.

h. **Tying Teams Together**

Two or more teams may not, in any way, be tied together except to assist a musher in trouble at some immediate location. The mushers of any teams so involved must notify officials at the next checkpoint along the trail. A musher will not be penalized for helping another musher in danger for his/her life.

i. **Unmanageable Team**

Outside assistance will be allowed if a team is unmanageable. Whether a team is unmanageable will be ruled upon by the Race Marshal or Race Judge before or after the fact in each separate instance.

j. **Lost Team**

A lost team's musher will not be disqualified if the musher regains control of the team. The team and musher must complete the entire race trail including checking in at all checkpoints. Anyone may stop and secure an escaped team or a loose dog. The musher may continue the race after their team is recovered, whether it is on foot,

with assistance from another musher or by motorized vehicle. Motorized assistance must be reported to a race official at the next checkpoint. If motorized help is used and advantage gained, the Race Marshal may impose appropriate sanctions.

8. Race Trail

a. Start Line

The official starting place will be Whitehorse, Yukon, unless otherwise designated by YQ. Any changes to this rule may be made by the YQ Race Marshal with approval from the YQ Race & Trail Committee. Musher's must wear their Start Bib as they start the race. Failure to do so will result in a \$150 fine.

Teams will leave the starting line at three-minute intervals. The start time differential will be compensated for during each team's mandatory 4-hour layover at the time station. The time station will be approximately 50 miles from Whitehorse. For elapsed time purposes, therefore, the race will be a common-start event. Before the start of the race, YQ will give to each musher their total minimum layover time for their start differential (4 hours plus X). Layover time will not be changed in the event of a late start.

b. Late Start

Any musher who cannot leave the starting line in the order drawn will start a minimum of three minutes after the scheduled departure time of the final team. Any team that cannot leave the start line within 60 minutes of the last team's departure may be disqualified.

c. Race Course

The course covers approximately 100 miles/144km of mostly Arctic wilderness. The trail will be broken and marked prior to the race, but due to weather conditions there will be no guarantee of broken trail during the race.

All teams must follow the official trail.

d. Check-In and Sign-Out

Each musher must personally check-in and sign out at the TS before going on. The time into the checkpoint is recorded upon the team's arrival and the required gear will be checked immediately.

Any musher failing to sign out or failing to leave within 60 minutes of signing out will be assessed a \$50 penalty. A musher and team may return on the trail to a checkpoint to sign out without penalty. The 60-minute rule may be extended with the approval of the Race Marshal or Judge.

e. Holding Areas at Finish Line

Only one handler per team will be authorized to be in the holding area at the finish line.

f. Finish Line

The official Finish Line will be Braeburn.

Mushers must wear their Finish Bib as they cross the Finish Line. Failure to do so will result in a \$150 fine. The time of a team's official finish is when the nose of the first dog crosses the finish line. Mandatory gear missing at the finish will result in a \$50 fine per missing item.

Dog teams must remain within the finish staging area until the final veterinary exams are performed, and the vet book is signed by the Race Veterinarian and Musher. The team will then be released by the Race Marshal, a Race Judge, or a Race Veterinarian.

9. Equipment Requirements

a. Sleds

Only one sled per musher will be used throughout the race. Each musher has a choice of sled, subject to the condition that some kind of sled or toboggan equipped with a brake must be drawn.

The sled or toboggan must be capable of safely negotiating a 100-mile trail, and of hauling any injured or fatigued dogs and the required food, materials, and equipment.

In the event of repairs, there must not be significant alteration of size or reduction in weight. Help with sled repairs, that is available to all mushers, may be allowed with prior approval of the Race Marshal and/or Race Judge.

On prior approval of the Race Marshal, a destroyed sled may be replaced by a comparable size and weight sled. A penalty may be assessed for such replacement.

Tail-draggers may be removed at any checkpoint, but may only be attached at the Start Line. If the tail-dragger is removed and remains in the musher's possession, it may be re-attached at any point.

b. Mandatory Gear

The following items must be presented to the checker before the Race Start and before checking in at each checkpoint:

- Proper cold weather sleeping bag that is at minimum 5lb.
- Hand axe with an overall length of at least 22 inches/56 centimeters.
- One pair of adequate snowshoes with bindings, with a minimum area of approximately 250 square inches/1612 square centimeters each.
- Veterinary books (loss will incur a \$ 50 fine). The veterinary book must be returned to a Race Judge upon completion of the race or when a musher exits the race for any reason.
- Any promotional material that YQ has asked the musher to carry. YQ may require one or two banners of up to 400 square inches / 2580 square centimeters be displayed on the sled as directed.

- Functional cooker.
- Sled Bib displayed on the sled bag

If a musher loses a required article of gear between checkpoints, he/she cannot check in at the checkpoint until he/she has acquired and replaced the lost item. There are two exceptions: vet book and promotional material.

To be presented at the start line and when leaving checkpoints, but not required when checking in:

- Minimum 2 litres of fuel, which is to be stored in a certified, approved container and clearly labelled.
- Three sets of booties, one of which may be on the team.
- Mandatory trackers must be on the sled at all times, unimpeded and not tampered with.
- Adequate food for all dogs in the team must be carried when leaving the time station.
- Two working headlamps

In addition to the mandatory gear listed above, items relative to the safety of the dog teams and mushers (i.e. sled brakes, mittens, etc.) may be replaced with the Race Marshal or a Race Judge's approval. A fine of \$50 will be assessed for each item. Should any mandatory gear be missing at the finish, a fine of \$50 will be assessed for each item.

c. Emergency Supplies

It is strongly recommended that an adequate amount of emergency food, in addition to what you carry for routine feeding and snacking, be carried in the sled at all times. A human and canine first aid kit is also recommended.

d. Promotional Material

YQ may require a small amount of promotional freight as part of the mandatory load. Promotional material must be turned in to a race official at the completion of the race, or when scratching, withdrawn, or disqualified.

f. Communications Devices

- Personal Locator Beacons, SPOT, Satellite Emergency Notification Devices, etc. may be carried at the Musher's discretion. Activation of any such emergency beacon will constitute withdrawal from the race or will result in disqualification from the race.
- The YQ will supply two spot trackers per sled. Activation of a spot for assistance will constitute withdrawal from the race or will result in disqualification from the race.
- GPS use is allowed.
- Two Way Communication: Mushers may carry and use two-way communication devices.

10. Scratch / Withdrawal / Disqualification

a. Scratch

Mushers wishing to end their participation in the race may do so by filling out and signing a Scratch Form and submitting it to a Race Official or checker. Mushers are responsible for making their own arrangements for retrieving personal gear. Items remaining become the property of YQ.

b. Withdrawal

A team may be involuntarily withdrawn from the race by the Race Marshal. This decision would be made to protect the dogs, the musher, or the event itself, and does not imply deliberate misconduct or rule violation. Food drop bags will be immediately removed from checkpoints and a reasonable attempt will be made to return personal gear to the YQ office for retrieval.

c. Disqualification

Failure of a musher to comply with the published Rules of General Race Procedure and/or Trail Procedure may result in disqualification, monetary fine, time penalty, or a combination of these measures. Disqualified mushers will forfeit all placements and monetary values. Food drop bags will be immediately removed from checkpoints and a reasonable attempt will be made to return personal gear to the YQ office for retrieval.

All decisions by the Race Marshal and/or Race Judges shall be final.

All Scratched, Withdrawn, and Disqualified teams must have a complete vet check prior to being released from the race. Failure to do so may result in a \$150 fine.

11. Rule Infractions

a. Rules

All mushers are expected to abide by these rules to ensure fair competition, demonstrating the honor and integrity which exemplifies the Yukon Quest. At the mushers meeting mushers will be given the rules to review. Each musher must sign that they have read and understand the rules before leaving. The intent of the rules will guide the Race Marshal and Race Judges in their decisions. The RACE MARSHAL is in charge of all aspects of the race from the Food Drop until 14 days after the last team crosses the finish line. Race Judges will act as deputies of the Race Marshal. The Race Marshal may waive or reduce monetary or time penalties for unforeseen circumstances that may befall a musher.

b. Censure and/or Fine and/or Penalty

In reference to action taken by the YQ Race & Trail Committee, Race Marshal or Race Judges during the race, YQ may censure and/or fine and/or penalize a musher for cause, including prohibition from entering a future race or races.

c. Appeals

A musher so involved may appeal the decision of the YQ. Appeals must be presented in writing to the YQ Board of Directors within 30 days of the musher being notified of the censure, fine and/or penalty. YQ will appoint an Appeal Board to conduct an informal hearing to make a decision on the matter. The decision of the Appeal Board is final. If the YQ Appeal Board finds the decision should be set aside, the musher so involved understands and agrees that the maximum financial recovery shall be limited to the prize money for the finishing position that the musher so involved could realistically have attained but for the action taken. The musher so involved further agrees that this remedy shall be the sole and exclusive remedy. In no event shall the musher so involved be entitled to incidental or consequential damages as they are outside the sole and exclusive remedy above provided.

d. Statutory Compliance

Any musher who violates a state, territorial, national or international law while in the race may be disqualified if convicted. Handguns are not allowed in Canada.

Claim

“Each musher agrees that they are participating in the competitive event entirely upon their own initiative, risk and responsibility and will release, hold harmless and forever discharge YQ and their agents, officers, employees, sponsors and volunteers from any and all claims, demands, action or causes of action on account of themselves, their dogs and their support personnel which may occur from any cause during the YQ or any phase of the YQ, including scheduled events before or after the YQ, and emergency medical treatment or rescue.”

Note

English is the official language of the YQ100 Sled Dog Race.

All dollar amounts are in Canadian currency.