



Yukon Quest Alaska 80-mile Fun Run

2024 RULES

**Official Rules for the 80-mile Yukon Quest
Alaska Fun Run As adopted by the Yukon
Quest Alaska**

**English is the official language of the Yukon Quest Alaska Sled Dog Race; dollar amounts
are in US currency.**

CODE OF THE TRAIL:

Competitive efforts in the spirit of the Yukon Quest Alaska are only valid if dog care is implemented at the highest level. A dog musher recognizes and accepts that honor on the trail is only achieved through the constant respect and care for the dogs. It is on this the mushers will be judged. The intent of the Yukon Quest Alaska 80-Mile Fun Run is to provide an opportunity to mushers and their teams to experience a smaller scale race in the spirit of the Yukon Quest, and to also have fun. In that spirit, the 80-Mile Fun Run Rules mirror the Rules for the longer distant Yukon Quest Alaska races, and although not as stringent, the Code of the Trail still applies.

GENERAL RACE PROCEDURE

1. Fun Run Start – Date / Time / Place

The Official starting date and time for the 2024 fun run will be February 3, 2024, at 3pm. The Official starting place will be Fairbanks, location TBA. The Fun Run distance is approximately 80 miles.

2. Entry Fee, Dates, Limits:

Yukon Quest Alaska 80- mile Fun Run entry opens September 30, 2023 at 1pm. **A minimum of 10 mushers must be signed up by the deadline date of January 19, 2024 or the race will not be held.** The entry fee is \$100.00 (one hundred dollars) payable until the close of entry deadline. Entry applications must be received by the Yukon Quest Alaska or postmarked no later than January 19, 2024.

Receipt of the entry fee and required paperwork will constitute the musher's intent to enter the Fun Run and further acknowledge the musher agrees to comply with every rule as written and/or interpreted by Race Officials. **Maximum number of entrants will be 25**

a. Conditions of Entry:

- All mushers must submit required paperwork and other material by **close of business January 19, 2024 or postmarked by January 19, 2024.** Required paperwork includes:

1. Musher's application
2. Contact information (including local contact) and medical treatment permission.
3. Sponsor list (if you have sponsors)
4. Birth certificate (a photocopy is acceptable) for 14- to 17-year-old
5. Current photo

- Age

1. All drivers must be a minimum of fourteen (14) years of age the day the race begins.
2. Proof of age for minors must be in the form of a birth certificate. (A photocopy is acceptable.)

b. One Musher per Team and Substitutes:

Only one musher will be permitted per team and musher must complete the run with that team only. If the signed-up musher should become ill, a replacement may be substituted only before the mushers meeting and with the Yukon Quest Alaska approval.

3. Withdrawal Before Fun Run:

An entrant withdrawing for any reason will be refunded half the entry fee. The withdrawal shall be in writing.

4. Checkpoints:

The course covers approximately 80 miles through northern, interior, boreal forest on river and woodland trails to the halfway checkpoint at Two Rivers Community Center in Pleasant Valley, Alaska.

Checkpoints:

1. Fairbank-START
2. Two Rivers Community Center (8-hour layover)
3. Fairbanks- FINISH

5. Shipping of Food and Gear:

All Mushers' food supplies and dog food must be delivered to Two Rivers Checkpoint by the handler before the musher arrives.

- Straw will be provided by Yukon Quest Alaska
- Hot water will be available at the checkpoint.

6. Dropped Dogs:

All dogs dropped must be seen by a Race Vet and a dropped dog form completed. Handlers may take possession of dropped dogs.

7. Race Marshal and Race Veterinarian:

The race marshal and the official veterinarian will have absolute authority over the dog teams. Their judgment as to withdrawal of a dog or dogs from the fun run or any other condition relative to dog care on the trail shall be final.

8. Pre-race Examination:

All dogs will undergo a thorough physical examination at the scheduled pre-race examination TBA (to be announced). This will be held at Summit Logistics and must be scheduled through the office. A dog which cannot qualify for a certificate of good health will not run in the race. All dogs must have a current rabies vaccination; certificates and invoices will be required to prove vaccination status. Rabies vaccinations must have been given no later than January 3, 2024. All dogs must have current distemper and parvo vaccines. The distemper parvo vaccine must have been administered between the dates of March 2, 2023 thru January 3, 2024. Verification will be made by the examining veterinarian. Proof of distemper parvo can be in the form of a detailed receipt. It is imperative that a handler is with the team at all times during the examination.

9. Musers' Meeting and Bib Draw:

The bib draw will be held on February 1, 2024, 7pm at Pioneer Park Civic Center. You need not be present to draw your own bib. The Musers' meeting is TBA.

10. Sled:

Each musher has a choice of his/her own sled, subject to the condition that some kind of sled or toboggan equipped with a brake, a snow hook, brush bow, sled bag and handlebar must be drawn. The sled or toboggan must be capable of safely negotiating the trail and of hauling any injured or fatigued dogs and the required food, materials, and equipment. Taildragers may be removed at any Checkpoint but may only be attached at the start line. The design is the musher's option. All sleds will be no shorter than four (4) feet of useable basket. This does not include the turn-up out to the brush bow. Start Order Numbers will be displayed on bib banners secured to the front of the sled bag. Musers must provide a leader hook to secure the front of the gang line at Two Rivers Checkpoint.

11. Clearing the Trail:

Musers setting up camp must clear the trail of their dogs and gear and select a campsite far enough off the trail so that the dogs cannot swing into the trail at any time.

12. Trail Etiquette:

Litter of any kind may not be left along the trail or at any campsites. Camps must be cleaned up before moving on down the trail. The trail will be kept clean. Refuse found belonging to a musher after departure or on the trail may result in a time penalty at the finish line or disqualification in severe cases. The trail is a public trail and continued use of it depends upon compliance with this policy. This means trash and gear must be cleaned up, also waste, dog food and human food. Food left in the trail can cause problems for a fellow musher's team.

13. Claims:

Each musher shall sign any and all documents as may be required by the Yukon Quest Alaska. Parents and/or legal guardian(s), of musers under 18 years of age, must also agree to sign any required documents. If any musher or parent / legal guardian(s) refuses to sign the documents requested by the Yukon Quest Alaska, the musher will not be permitted to participate in the race.

14. Protest:

Any infraction observed by a musher must be protested, in writing, at the next checkpoint or at the finish line.

15. Censure:

The Yukon Quest Alaska may censure a musher for cause, prohibiting a musher from entering future races. The musher so involved may request an informal hearing before the Yukon Quest Rules Committee. Such requests shall be granted, and the hearing shall be held within thirty (30) days of the request.

16. Race Officials:

The RACE MARSHAL is in charge of all aspects of the race from the pre-race veterinary examination and musher's meetings to the awards presentation. Race Judges will act as deputies of the Race Marshal. The intent of the rules will guide the Race Marshal and Race Judges in their decisions. The Race Marshal may waive or reduce penalties for unforeseen calamities that may befall a driver. The Race Marshal or a Race Judge in conjunction with the Race Veterinarians shall have final authority to remove a dog from the race for medical or other reasons. Race Veterinarians are present throughout the race to monitor the health and welfare of all dogs, advise drivers in caring for their dogs' medical needs, and provide veterinary treatment for dropped dogs, if necessary.

TRAIL PROCEDURE

1. Sportsmanship:

All Mushers will conduct themselves in a civil and sportsman like manner before, during and after the fun run event so long as it might reflect on the YQA 80. A musher's conduct is a direct reflection on the YQA and the public reputation of the event, so be Ambassadors of your sport.

2. Common Start/Late Start:

For elapsed time purposes the race will be a common start event. Each musher's start time will be adjusted at Two Rivers Checkpoint. It is the musher's responsibility to be at the starting line at the appropriate time. Any team that cannot leave the starting line in the order of the draw will be started after the leaving time of the last musher, leaving at three (3) minutes intervals. If the musher is unable to leave at least one (1) minute before the next musher's start time, that musher must wait until three (3) minutes after all Mushers have started in the order of their draw. Any team that cannot leave the starting line within thirty (30) minutes of the last team's departure will be disqualified. All Mushers must be present one (1) hour before the fun run start. All sleds must be checked one half (1/2) hour before the start.

3. Competitiveness:

The Race Marshal may at any time withdraw or disqualify a Musher they feel is not making a true attempt at keeping up with the other teams thus endangering themselves, their dogs and/or causing undue burden upon the Yukon Quest Alaska organization. The Race Marshal shall make this call based upon the condition of the team, trail and weather conditions, attitude and skill level of the musher and the pace at which the team and other teams are traveling. Any musher whose lack of skills and/or conditioning of their team to meet trail conditions which would expose the team or musher to personal risk in the judgment of the Race Marshal, shall also be withdrawn or disqualified.

4. Dogs:

Mushers must start the Fun Run with no less than eight (8) dogs and no more than twelve (12) dogs and must finish the fun run with no less than six (6) dogs on the towline. (It is the intent of this rule that no dogs shall be loose. They will be on the towline or snapped securely into the sled and not led behind, beside or out of the sled in any fashion.) Switching of dogs between Mushers will not be permitted after the teams have completed the mandatory veterinary exam. There will be no cruel, inhumane or inappropriate treatment of dogs. Decision of the Race Marshal, acting in conjunction with the race veterinarians, shall be final.

5. Care and Feeding of Dogs:

All care and feeding of dogs between checkpoints will be done by the Mushers only. Only Mushers may assist one another between checkpoints. Additionally, no planned help or a prearranged buddy system at the checkpoint or any planned time throughout the race is allowed. No force feeding or watering of the dogs will be allowed.

6. Hauling Dogs:

A musher may not allow any of his/her dogs to be hauled by another team. A musher's dogs hauled in his own sled must be contained within the sled bag and secured, in a humane fashion.

7. Unmanageable Teams:

Outside assistance will be allowed only if a team is unmanageable. (Whether a team is unmanageable will be ruled upon by the Race Officials in each separate instance.)

Loose Leaders - There will be no loose leaders. All other dogs will be fastened in the team or properly secured in the sled. All dogs must have necklines (except for the lead dog(s) and must be attached to the main towline.

8. Harnesses and Gang line:

The neck and breast panel of all harnesses must be padded. Cable down the main towline is mandatory, but anyplace else is prohibited. No chain or cable may be used in collars, tug lines or necklines.

9. Teams Tied Together:

Two or more teams may not, in any way, be tied together except to assist another musher in trouble at some immediate location. Any teams so involved must notify officials at the next checkpoint along the trail. (It is the intent of this rule that a musher will not be penalized for helping another musher in imminent danger.) It will be the responsibility of the Mushers to have their handlers pick up any dropped dogs. Any dog that expires (dies) on the trail for any reason must be taken to the next checkpoint. If it is to the musher's advantage time wise, the expired dog may be taken back to the checkpoint just passed. A necropsy shall be performed on all expired dogs by a Yukon Quest Alaska Veterinarian and the results reported to the Yukon Quest Alaska. If the race officials determine the dog died as a result of cruel, inhumane or inappropriate treatment while competing in the Yukon Quest Alaska, the musher will automatically be disqualified.

10. Tampering:

No musher may, without permission, handle another musher's dogs, food, or gear.

11. Outside Assistance:

No musher may receive outside assistance unless an emergency is declared by the Race Officials, or subsequently so ruled. This includes verbal assistance.

12. Tying of a Musher to the Sled:

No tying of the musher to his/her sled in any manner. There may be no apparatus on the handlebar or any place on the sled that may be used to tie the musher to his/her sled. Any infraction of this rule will result in disqualification.

13. Mandatory Gear:

Every musher must have in his/her possession at all times, the following items:

1. Emergency Food – 1 day's ration per dog (minimum 1 pound each or equivalent freeze-dried w/adequate fuel for melting snow in sled.
2. Proper cold weather sleeping bag.
3. Proper cold weather clothes and boots.
4. One pair snowshoes (not collapsible) with bindings, each at least 28" long and 9" wide.
5. One head lamp and an alternate battery powered light.
6. Eight (8) booties for each dog either in use or in the sled.

7. Restraint to hold a dog(s) in the sled bag securely.
8. Matches or a lighter to start a fire.
9. Dog food cooker (approved by the Race Marshal).
10. Adequate fuel.
11. Hand Ax with an overall length of at least twenty-two (22) inches/56 centimeters.
12. Vet Bag (provided by YQA) with record book.
13. (Promotional material if requested by the Yukon Quest Alaska committee)

If a musher loses a required article of gear between checkpoints, he/she cannot sign in at the next checkpoint until the lost item is replaced and a time penalty assessed. (It is the intent of this rule that Mushers have these items in their possession at all times. However, in the event of accidental or unavoidable loss along the trail, the musher will be allowed to replace the missing item(s) at the next checkpoint before checking in.)

14. Mandatory Layovers:

There will be a mandatory 8-hour layover at the halfway point at Two Rivers Checkpoint. The Race Marshal, assisting the timekeeper, will set a restart time based on each musher's arrival. A musher is not officially checked in until he/she has accounted for all required gear for the checker. Any musher not reaching the layover point within six (6) hours after the first musher arrives at the halfway point may not be permitted to finish the race. (Adjustment to this time requirement may be made by the Race Marshall in conjunction with Race Officials.)

During the mandatory stop a YQA veterinarian will check each team. During this time drivers will be expected to tend to their dogs and sled on their own. Dog teams will be staked out in a designated area. The gang line may be used to stake the team.

Drivers must remain in the camp for the duration of the layover. After each driver leaves the checkpoint, the handlers will be required to pick up and clean the area. Any gear, food, or garbage left must be bagged and stacked neatly by the musher for the handler to pick up.

It is the musher's responsibility to be at the start line when his/her layover is finished. The musher's time begins at the designated time and continues whether he/she is on the trail or not.

15. Pacing:

Pacing will not be permitted in any way.

16. Lost Team:

In the case of a lost team, the team will not be disqualified if the driver regains control of the team, provided that the team and driver complete the entire race trail and comply with the rules including checkpoint requirements. All teams must follow the trail as marked. (As long as the team and driver continue on the trail when separated, the driver may continue on when regaining control.) Mushers may receive assistance from another musher in recovering their team. It is the intent of this rule that all teams follow the trail(s) as marked. If a driver goes off the trail he/she may continue the race if he/she returns to the trail at the point in which he/she left the trail and continues on from there. **Only in case of an emergency will a musher accept assistance from any type of motorized vehicle for him/herself or his/her team.** Withdrawal or disqualification will be the result of this action.

17. Drugs and the Dogs:

No injectable, oral, or topical drugs, which may suppress the signs of illness or injury, may be carried or used by the musher. The YQA race veterinarians shall have the authority to collect blood or urine samples at any random point prior to the race, commencing at the official YQA veterinary check, and at any time after the official starting of the race. The YQA veterinarian also has the authority to collect blood and/or urine samples within three (3) hours after the finish of each team. It will be the musher's responsibility to assist the race veterinarian in collecting these samples. It will be at the veterinarian's discretion as to whether blood and urine samples will be drawn prior to, during or after the race. Injections may be administered by a race veterinarian only. The YQA may screen for illicit drugs. The following drugs are prohibited:

1. Analgesics (pain relievers) prescriptive or nonprescriptive
2. Anti-inflammatory drugs including corticosteroids, anti-prostaglandins, salicylates, and DMSO. The exception to this rule will be the use of topical steroids for the use in topical foot ointment.
3. Nervous systems stimulants
4. Cough suppressants
5. Diuretics
6. Muscle relaxants
7. Antihistamines
8. Diet pills

It is the intent of this rule that no drugs or other artificial means be used to drive a dog beyond its natural ability. A musher must have his/her team free of these prohibited drugs at the time of the vet check and during the race. If, in view of a race veterinarian, it is necessary to use one of these drugs for the dog's well being, that dog will be dropped from the race.

18. Drugs and the Musher:

No musher will use any illegal drugs during the race.

19. Passing:

Standard race courtesy shall prevail. An overtaken driver and team must relinquish the trail at the request of the overtaking driver, except within one (1) mile of the finish line. The driver ahead must stop his/her dogs and hold them to the best of his/her ability until the other team has passed. The overtaken team must remain at least 50 feet behind for at least ten (10) minutes before demanding the trail. Ski poles may not be used within 100 yards of another team.

20. Finish:

The nose of the first dog crossing the finish line shall determine an official finish.

21. Disqualification and Penalties:

Failure to adhere to the published rules shall result in disqualification, censure, or time penalties. This will be the responsibility of the Race Marshal. A disqualified musher will forfeit all placements and prizes.

Yukon Quest Alaska 550 1st Ave
Fairbanks, Alaska 99701
907-452-7954
907-452-7959 FAX

E-mail: director@yukonquestalaska.com