



YUKON QUEST ALASKA

80-Mile Fun Run

2025 RULES

Official Rules for the Yukon Quest Alaska 80-Mile Sled Dog Fun Run

English is the official language of the Yukon Quest Alaska Sled Dog Race

All dollar amounts are in U.S. currency

Yukon Quest Alaska (YQA) is synonymous with YQIL

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 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.

Yukon Quest International, Ltd.

550 First Avenue
Fairbanks, Alaska 99701
(907) 452-7954
E-mail: director@yukonquestalaska.com

GENERAL RACE PROCEDURE

1. Fun Run Start – Date / Time / Place:

The Official starting date and time for the 2025 fun run will be February 1, 2025 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 28, 2024. **A minimum of 10 mushers must be signed up by the deadline date of January 10, 2025 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 at 5:00 pm (via email: director@yukonquestalaska.com or hand delivered) local time January 10, 2025.

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 10, 2025 or postmarked by January 10, 2025. Required paperwork includes:
 - Musher's application
 - Contact information (including local contact) and medical treatment permission.
 - Sponsor list (if you have sponsors)
 - Birth certificate (a photocopy is acceptable) for 14- to 17-year-old
 - Current photo
- Age
 - All drivers must be a minimum of fourteen (14) years of age the day the race begins.
 - 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.

c. Withdrawal Before Fun Run:

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

3. Course and 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.

Official Checkpoints are as follows:

1. Fairbank-START
2. Two Rivers Community Center (6-hour layover)
3. Fairbanks- FINISH

4. Food/Equipment Shipment:

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.

5. 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.

6. Race Officials (Race Marshal and Race Judges) and Race Veterinarians:

The Race Marshal and the Race 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.

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 fun run 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.

7. Pre-Race Vet Check:

All dogs will undergo a thorough physical examination at the scheduled pre-race examination, locations and time to be announced (TBA) 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 teams attending the YQA Pre-Race Vet Check will have the entered musher present.

Vaccine requirements:

- Combination Vaccine that includes, but is not limited to, **Parvovirus** and **Distemper** between **March 2, 2024** and **January 3, 2025**.
- **Leptospirosis** Vaccine between **March 2, 2024** and **January 3, 2025**. Leptospirosis can also be part of the Combination Vaccine.
- **Bordetella** (kennel cough) **intra-nasal or injectable** between **September 2, 2024** and **January 3, 2025**.
- **Rabies Vaccine given no earlier than March 5, 2022 and no later than January 2, 2025**

Certifications and Records Requirements

- Rabies Certificates and vaccine records will be required to prove vaccination status.
- **Dates of administration** of DAPP, Bordetella, Leptospirosis 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.

Failure to comply with the above may result in removal.

8. Mushers and Handlers Meeting:

The mushers meeting and bib draw will be announced at a later date. The mushers meeting is mandatory, but you need not be present to draw your own bib.

9. Sled:

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 equipped with a brake must be drawn. 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. Mushers must provide a leader hook to secure the front of the gang line at Two Rivers Checkpoint.

- The sled must be capable of safely negotiating the trail, and of hauling any injured or fatigued dogs and the required food, materials, and equipment.
- Tail-draggers may be removed at the 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.

10. Claims:

Each musher agrees that they are participating in the event entirely upon their own initiative, risk and responsibility and will release, hold harmless, and forever discharge YQA 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 YQA or any phase of the YQA, including scheduled events before or after the YQA, and emergency medical treatment or rescue. Each musher shall sign any and all documents as may be required by the Yukon Quest Alaska. Parents and/or legal guardian(s), of mushers 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.

Further, each musher grants YQA the unqualified and unrestricted right to use any and all written information, photographs, video tape or other visual media of the musher, dogs and their support personnel taken during the YQA fun run or any phase of the YQA fun run, including scheduled events before or after the YQA fun run, for promotional, revenue generating and/or other purposes, without compensation of any kind and without the right to approve the media or its usage.

YQA includes Yukon Quest Alaska, as well as all of their agents, officers, employees, sponsors and volunteers.

11. Musher's Report/Protest Form:

The Yukon Quest Alaska will only survive if the event 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 48 hours of the final team crossing the Finish Line

Protest: a statement expressing objection on a violation of a rule

12. Censure:

In reference to action taken by the YQA Rules Committee, Race Marshal, or Race Judges during the race, YQA may censure a musher for cause, including prohibition from entering a future race or 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.

TRAIL PROCEDURE

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.

13. Common Start/Late Start:

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.

Teams will leave the starting line at three-minute intervals. Any musher who cannot leave the starting line in the order drawn will be started after the scheduled departure time of the final team.

Any team that cannot leave the starting line within 30 minutes of the last team's departure may be disqualified. The starting time differential will be compensated for during each team's mandatory six-hour layover at Two Rivers. For elapsed time purposes, therefore, the race will be a common-start event.

14. Gear and Equipment:

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

1. Emergency Food - One day's ration per dog (minimum one pound each or equivalent freeze-dried).
2. Proper cold weather sleeping bag.
3. Proper cold weather clothes and boots.
4. Hand ax with an overall length of at least 22 inches/56 centimeters.
5. One pair of adequate (not collapsible) with bindings, each at least 28" long and 9" wide.
6. One head lamp and an alternate battery powered light.
7. Eight booties for each dog, either in the sled or in use.
8. Restraint to hold a dog(s) in the sled bag securely.
9. Matches or a lighter to start a fire.
10. Functional cooker (approved by Race Marshal).
11. An adequate amount of fuel to bring three gallons of water to a boil.
12. Veterinary records (Vet Bag provided by YQA).
13. Any promotional material that YQA has asked the musher to carry.

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 Musher's 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.)

15. Checkpoint:

a. Mandatory Layover.

There will be a mandatory 6-hour layover at the halfway point at Two Rivers Checkpoint. The Race Marshal 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.)

Drivers must remain in the camp for the duration of the layover. It is the musher's responsibility to be at the start line when his/her layover is finished.

b. Vet Check.

During the mandatory layover, 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.

c. Dogs Entering and Leaving Checkpoints:

All dogs must leave checkpoints in harness and attached to the tow line. A dog may arrive at a checkpoint in the sled and leave in harness attached to the tow line. Handlers may assist the musher in safely getting the team to the check-out point.

Musher may not lead team out of a checkpoint.

d. Food and Equipment:

After the musher leaves a checkpoint, all litter and remaining supplies must be bagged by the handler, have the area checked, and sign out with the Checkpoint Manager, or delegate. Straw collection procedure for each checkpoint will be determined by the Race Marshal or Race Judge. A handler with the approval of the Race Marshal or a Race Judge may collect supplies remaining after a musher has left a checkpoint. Any items not retrieved become the property of YQA.

16. Race Course:

All teams must follow the trail as marked or as instructed by the Race Marshal.

17. Competitiveness Rule

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 conduct, 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.

18. Standard Race Courtesy:

Standard race courtesy shall prevail. An overtaken musher and team must relinquish the trail at the request of the overtaking musher, except within one mile / 1.6 kilometers of the finish line. Ski poles may not be used within 100 yards / 92 meters of another team.

19. Clearing the Trail:

Mushers 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. Build fires a safe distance off the trail.

20. Litter:

Litter of any kind may not be left along the trail or at cabins. Camps must be cleaned up before the team moves on. 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 on the trail can cause problems for a fellow musher's team.

21. One Musher Per Team:

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

22. Tampering:

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

23. Teams Tied 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. (It is the intent of this rule that a musher will not be penalized for helping another musher in imminent danger.)

24. Outside Assistance:

No musher may receive outside assistance between or at checkpoints unless an emergency has been declared by the Race Marshal. The intended spirit of fun run dictates that the musher be self-sufficient and therefore able to help other mushers in case of real need.

25. Demand for Food and Shelter:

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

26. Sleeping Areas:

No sleeping areas will be provided by YQA at checkpoints. A musher has the option of sleeping outside by his or her own team and sled.

27. 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. YQA will make arrangements for further salvage. Any other animal killed in defense of life or property must be reported to a YQA Race Official.

28. Motorized Vehicles:

In no case may a musher accept assistance from any type of motorized vehicle between checkpoints (except as allowed under Rule 40). Pacing is prohibited.

29. Treatment of Dogs:

There will be no cruel or inhumane treatment of dogs. No use of whips will be allowed. Mushers are responsible for the health and welfare of their dogs. The Race Marshal or Race Judges in conjunction with a Race Veterinarian will have absolute authority over the dog teams. Their judgment as to withdrawal of a dog or dogs from the race, or any other conditions relative to dog care on the trail, shall be final.

The health and condition of all dogs will be assessed at every checkpoint. Dogs may not be examined without the musher's knowledge (except for 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.

35. Care and Feeding of Dogs:

All care and feeding of dogs will be done by the mushers only. Neither force feeding nor stomach tubing is allowed.

Mushers may assist one another between checkpoints. At no time during the race may a musher house dogs in heated shelters.

30. Dog Minimums and Maximums:

Mushers must start the Fun Run with no less than eight dogs and no more than 12 dogs and must finish with no less than six dogs. 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.

31. Harnesses:

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

32. Marking/Tagging of Dogs:

Legible musher and dog names are required on each collar.

33. Switching of Dogs:

Switching of dogs between teams will not be permitted after the teams have completed the mandatory veterinary exam. Following the acceptance of dogs for the race by Race Veterinarians, any exchange of dogs by the mushers must be approved by the Race Marshal prior to leaving the starting line.

34. 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. All dogs must leave the checkpoint on tow line.

35. Dropped Dogs:

Any injured, fatigued, or sick dogs may be dropped at the checkpoint. It will be the responsibility of the Musers to have their handlers pick up any dropped dogs.

36. 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.
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.

37. Expired Dogs:

Any dog that expires during the race for any reason must be taken to the next or just passed checkpoint or dog drop and submitted to the Race Official, or it may be directly submitted 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.

38. Unmanageable Team:

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

39. Team Configuration:

There will be no loose leaders; necklines are not required on leaders. All team dogs will be either attached to the towline, no more than two dogs abreast, or humanely hauled in the sled.

Musers 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.

40. 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 a musherless team or loose dog. The musher may continue the race after their team is recovered, whether it is on foot, or with assistance from another musher or 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.

41. Scratch / Withdraw / Disqualification:

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 \$50 fine.

- 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 YQA.
- b) **Withdraw** - 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 closest YQA 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 closest YQA office for retrieval.

42. Finish:

The time of a team's official finish is when the nose of the first dog crosses the finish line.

Dog teams must remain within the finish staging area until all blood and/or urine samples are collected, 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.

43. Sportsmanship:

The Code of the North dictates all travelers 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 Alaska 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 it is the musher's responsibility to define the upper limits of human performance. A true Sportsman is an inspiration to all witnesses.