

RULES AND REGULATIONS **OF THE 2015 IVAKKAK RACE**



Rules and regulations will be explained at a mushers' meeting prior to the race start. All participating teams have to abide by these rules and regulations without any exception.

1. All Inuit of Nunavik, over 16 years of age and beneficiaries of the James Bay and Northern Quebec Agreement, may participate in the Ivakkak dog team race.
2. All participating teams must have submitted their registration form by mail, along with the original copy of their signed waivers by the prescribed due date.
3. Only purebred Inuit Husky dogs are to be used by participants (see Annex 1 for a detailed description).
IMPORTANT: Siberian husky dogs or blue-eyed dogs will not be accepted under any circumstances.

Dogs will be checked prior to the start of the race and any dog that doesn't fit these requirements may be removed from the race and returned home.
4. Dog teams are to be made of 8 to 12 dogs.
IMPORTANT: Participating dog teams must have been trained in the months prior to the race. Non-trained dog teams are asked to abstain from participating in the race, as it would not only slow down the overall pace of the race but may also lead the dogs to exhaustion causing the team to quit and the dogs to be carried by snowmobiles, therefore adding to the logistics and costs of the race.

Participating dog teams should therefore be able to travel at least 40 to 50 miles (or 65 to 80 kilometers) during the course of one day (within the hours of daylight), continuously, day after day.

It is also highly recommended not to bring a full team of young dogs, as they tire out more easily and may not be able to follow the daily pace of the race. Dogs used in participating dog teams should therefore be fully-grown or at least a year old.

NOTE: Although females in heat will be allowed in the race, the mushers will need to exercise control over them to restrain them from disturbing other teams.
5. All dogs that are going to be used during the race have to have received a rabies vaccine, as well as a distemper–adenovirus type 2 –par influenza–parvovirus vaccine. The dog owner must be able to provide proof that the dogs have been vaccinated.

NOTE: Pills to treat worms will be provided to the participating dog teams prior to the race. It is recommended to treat the dogs at least two weeks beforehand, as the pills may cause the dogs to be weaker for a few days and suffer from dehydration and sometimes diarrhea. These pills are not to be ingested by humans. Mushers should therefore make sure to store them in a different place than their own medication.
6. Sleds to be used are to be of the traditional Nunavik-style. Sleds are to be from 14 to 16 feet long, with the length measured from one end of a runner to the other end. Height and width may vary. Runner choice is up to the participant. Any type of rope may be used.
7. Dogs must be set up in the traditional fan-style team with one rope for each dog. The dogs cannot be set up in tandem (two-by-two). The gain line must be of at least 3-feet long.
8. Whips should be used only to guide the dogs in the right direction, not to hit the dogs. However, they may be used to discipline the dogs if they start fighting with each other. Whips are not to be used when passing or beside another dog team.

9. Abuse and excessive cruelty to dogs will not be tolerated and will result in immediate disqualification.
10. No one is to kill a dog on the trail. If a dog is to be killed for any good reason, such as an incurable disease or painful injury, it has to be ensured that an appointed person takes care of it at a site that is not on the trail and away from campsites.

NOTE: If a musher or his partner kills a dog in the absence of a good reason, it will be viewed as excessive cruelty and the participating team will therefore be disqualified.
11. It is important that the mushers and their partners wear their race numbers at all times during the race for clear identification by the race officials and safety patrol.
12. The distance covered by the dog teams each day may vary depending on the snow conditions and the type of terrain. The daily distance to be covered will be determined by the officials each day. But as guideline, a minimum of 40 miles (65 km) will be covered each day, up to 50 miles (80 km) on relatively flat terrain.
13. Starting location and time will be determined by the officials, and participants will be notified if there are any changes. If participants feel that the starting time should be delayed a number of hours or postponed to the next day for weather-related reasons or any other reasonable concerns, it should be discussed with the officials during a meeting with all participants. Upon consultation with the participants, the officials will make the final decision, and everybody will have to abide by it, trusting the officials' good judgment.

NOTE: Start and finish lines are to be set up by the officials on the land and consist of a line of at least 100 feet between two qamutik with Ivakkak flags. When starting in or passing through a community, the start and finish line will be set up by the community members themselves and will be clearly identifiable.
14. At the start of the race, the participating dog teams will go one after another, with a two-minute intervals between each team. The race number draw, held at the mushers' meeting the day before the race, will determine the starting rank of each team.

Dog teams will then start one after another each day, according to their placing the previous day (e.g. 1st goes 1st, 2nd goes 2nd, and so on), with a two-minute interval in between each team. Each participant will be informed of their starting rank by the officials.

IMPORTANT: Participants are expected to be present at the starting line each day. If one fails to show up, he will be automatically disqualified.

NOTE: The participating dog teams should also be ready to start when the officials give them the signal. If they are not ready, time penalties will apply.
15. Participants have to stop at each finish line set up by the officials. One cannot keep going to get to the next community, as he will not be present at the starting line the next day. All dog teams and members of the safety patrol have to sleep at the campsites determined by the race officials. No one (except the Race Coordinator who has to go prepare for the dog teams' arrival) is allowed to go sleep in communities nearby.
16. The race will be timed by the officials from start to finish each day. Daily times are then added together to make up the total time for the distance covered between the start and the end of the race. Each dog team will be informed of their total time to date each day.
17. A 15-minute penalty will be given to any team that does not arrive to the daily finish line on its own, in the event of a rescue by the safety patrol. The 15-minute penalty will be added following the last person's time going through this finish line.

18. Any dog team that does not make it on its own to the finish line will be considered as having not finished the race.
19. If a musher or his partner decides to quit, he will not be allowed back in the race. In either case it has to be a good reason for one to quit the race. It will be the decision of the officials if the reason calls for a person to leave the race. In the event that a musher or a partner is accepted to leave the race then the team has the right to replace the participant who has left the race. The replacement will also have to be approved by the officials.

NOTE: Example of reason that could be considered acceptable may be, but not limited to, injury, medical reason ordered by a doctor or a serious family situation at his/her home.

20. In case of potential confusion in terms of the right path to follow, a portion of the trail may be marked by the officials and/or safety patrol. The safety patrol on snowmobile will follow the same trail, as much as possible, in order not to create confusion as to what trail the participating dog teams should follow.

IMPORTANT: In the event of a storm, it is imperative that each dog team stops to avoid getting lost in a whiteout, and therefore having to launch a search and rescue mission for them.

In the event that a participating team would get lost, they should try to contact the safety patrol using their satellite phone, to give them their exact GPS location, so that they can go and retrieve them, if necessary.

21. The dog teams are to be on their own as soon as the start has been given. They cannot request assistance from the safety patrol that would make them gain time over the other dog teams. The snowmobile patrol is strictly there for safety purposes; they are not there to help dog teams win the race.

NOTE: The safety patrol will leave with the race officials shortly after all dog teams have left. They will go wait for the dog teams' arrival at the next stop, except for two snowmobiles that are going to stay behind to close the trail behind the dog teams and ensure that every team makes it to the next stop.

IMPORTANT: Snowmobiles should not ride in front of or parallel to the dog teams for more time than it takes to pass the dogs, nor wait behind or ahead of the dog teams, as it will influence the dogs' pace. No encouragement or luring of any kind (e.g.: whistling) from the snowmobile patrol will be tolerated.

22. No cheating will be tolerated:

- The use of snow sails or any other device to make the sled go faster will be cause for immediate disqualification.
- Dogs are not to be supplied any form of steroids or drug that would improve their performance.

23. Mushers are entitled to remove dogs from their teams, which they do not wish to use anymore due to injury, sickness or fatigue. However, no dogs are to be left behind. If a musher wishes to remove a dog in the course of the race, he must carry that dog on his dogsled until he meets up with the safety patrol, which can then carry the dog for him until the next checkpoint, should he wish to reuse the rested dog, or until the finish line.

However, participating dog teams must start the race each day with a minimum of six dogs, until the finish line. If one dog (out of that minimum of six dogs per team) can no longer pull, it is to be carried on the sled itself until the finish line.

IMPORTANT: If a dog is badly injured or if the Official Veterinarian decides that a dog cannot continue any longer, the dog may be left behind in a village along the route. If so, the owner will have to ensure that a friend or someone reliable will take care of the dog and make sure that the dog is flown back to the proper home village.

24. If a dog gets loose during the course of the race and causes disturbance to other teams, a time penalty may be applied to the dog owner's total time.

NOTE: The time penalty is to be determined by the officials, upon consultation with the participating teams involved, depending on the disturbance caused. Such disturbance should therefore be reported to the officials on duty with the safety patrol, as soon as it is possible.

25. For the mushers and their partners to assist others alike, sportsmanship compensation will be awarded in the form of a time reward. In the case where more than one team helped another, the time reward will be shared. In turn, a time penalty may be applied to the team that caused this. If a participant were to necessitate the help from the snowmobile patrol, a time penalty would apply as well.

IMPORTANT: Foul play will not be tolerated amongst the participating teams and may lead to disqualification.

NOTE: The time penalties and rewards are to be determined by the officials, upon consultation with the participating teams involved, depending on the event.

26. The participating teams are expected to respect each other. One should not threaten another team or its dogs during the course of the race. The mushers and their partners should not touch or hit another team's dogs in any case, and cannot, at any time, unless tangled ropes are putting the musher, his partner or their dogs in danger, cut off the ropes of another dog team. Severe time penalties will apply in that case, and it may be cause for disqualification.

27. All items listed on the attached Carry-on Equipment List (see Annex 2) have to be carried at all times by the participants on their dog sleds.

Officials will do an equipment check list, in order to make sure that all items are still on the sled. A one-minute time penalty will be applied for each missing item.

NOTE: In each community checkpoint, the participating teams will be able to refill on food supplies for themselves and their dogs.

IMPORTANT: Participants should be careful not to lose anything, even if the lost items are not on that list (for example mitts, hats or little boots for the dogs). However, they will not be penalized for losing such other items.

28. Guns are not to be held unless for an emergency or hunting for food. However, they are not to be aimed in anybody's direction or at any dog. If a gun were to be held in the absence of an emergency or game animal, the participant will be penalized and may be disqualified depending on the reason for holding the firearm.

29. Dogs must be tied up when stopping for the night, preferably using chains, so that they don't get loose and cause disturbance with other teams.

30. Only the dog owner himself and his partner are entitled to feed his dogs. However, a team may share its dog food supplies with others.

NOTE: Any food should properly be put away each day to keep other dogs from it and so as not to attract wild animals.

31. Any complaints must be presented directly to the officials, whom will then bring it about with the teams concerned, if necessary.

32. No intoxicating substances will be tolerated during the race. Any participant found under the influence of such substances during the race will be automatically disqualified.

NOTE: Safety patrol members will also be fired without any further payments if found under the influence of intoxicating substances, or if not attending to their duties as a consequence of their substance abuse.

33. All campsites should be left clean. If there is garbage left behind (including naphtha and oil containers), time penalties will be added to the team that leaves the garbage behind.

ANNEX 1

Characteristics of Pure-breed Inuit Husky dogs:

Body:	Generally robust and muscular, with a slightly long and straight back, a stumpy neck, a strong, deep and broad thorax, and sturdy legs
Head:	Well-proportioned, a bit wide, with a dome-shaped skull and a square pointed muzzle, generally black or dark brown. Often has a mask around the eyes (taqulik).
Ears:	Triangular-shaped, short and held erect and slightly pointed towards the front
Eyes:	Generally brown, almond-shaped, slightly oblique, not too wide open, with dark eye rims
Tail:	Bushy tuft of hair curled up just above the small of the back
Fur:	Thick, straight, long or semi-long hair, often longer around the neck and chest, forming a lion-like ruff. Colors vary from white, black, grey, brownish yellow, reddish brown or any combination of these.
Weight:	Around 25 to 50 kg (55 to 110 lbs)
Height:	Around 55 to 60 centimeters, sometimes more (From withers down)

ANNEX 2

Dog Teams Carry-on Equipment:

- Snow knife and/or saw
- Knife
- Ax
- Ice chisels
- Poker or harpoon
- Shovel
- Gun and ammunitions
- Tent
- Caribou skin or mattress
- Sleeping bag or blankets
- Floor covering or tarp
- Small stove
- Naphtha
- Lighter or matches
- Tea kettle and Thermos
- Groceries
(enough to survive until the next community checkpoint)
- Dog food
(enough to survive until the next community checkpoint)
- Garbage bags to carry trash
- Extra rope
- Extra harnesses
- Needle and thread to sew
- Candles
- Flashlight or headlamp
- First aid kit (provided by Makivik)
- Flares (provided by Makivik)
- Maps (provided by Makivik)
- Compass or GPS
- Satellite phone
- HF radio (optional)
- Bible (optional)

IMPORTANT: This equipment needs to be carried on your dog sled at all times during the race. Time penalties may be applied for any missing item (see rule 27).