



## **RULES AND REGULATIONS** **OF THE IVAKKAK DOGSLED RACE**

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

2023 Edition



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## 1) Introduction

This document is meant to showcase the official rules and regulations of the annual Ivakkak Dogsled Race overseen by the Makivik Corporation. The rules are intended to; ensure the safety of the mushers, crew, and Huskies; to ensure a fair race; and to ensure the revitalization of the Nunavik Husky and the promotion of the Inuit Dogsled Team.

## 2. Eligibility

2.a) All legal-age Nunavik Inuit beneficiaries of the James Bay and Northern Quebec Agreement (JBNQA) may register to participate in the Ivakkak Dogsled Race. Mushers must be at least 18 years of age as of the day of registration. Each team is allowed a Musher and a Musher's Assistant.

2.b) Participating dogs must be physically healthy and trained in the months prior to the race. Mushers with untrained dogs are asked to abstain from participating as this is an endurance race with many physical challenges. Participating dog teams are expected to travel between 65 and 80 kilometres per day throughout the course of the race, which could surpass 14 days. It is recommended not to have a full team of young eligible dogs. Dogs used in the race must be fully grown and at least one year old before the start of the race.

2.c) Only purebred Inuit Husky dogs are to be used by participants. Characteristics of a purebred Inuit Husky dog:

- Generally, the body is robust and muscular with a slightly long and straight back, a stumpy neck, a strong deep broad thorax, and sturdy legs.
- The head well proportioned and wide. A dome shaped skull and a square pointed muzzle.
- Generally black or brown and often has a mask around the eyes (Taquilik).
- The ears triangular, short and held erect while slightly pointed towards the front.
- The tail has a bushy tuft curled up just above the small of the back.
- The fur thick, straight, long, or semi-long.
- Colors vary from white, black, grey, brownish-yellow, reddish brown and could be a combination of either of these colors.
- Weight of the dog 25 to 50 kg.
- Height of the dog must be a minimum of 55 cm

2.d) All registered dogs must have received their rabies vaccine and their distemper-adenovirus type 2 par influenza parvovirus vaccine. Mushers must be able to provide proof of vaccinations if asked.

2.e) Sleds must be between 14 and 16 feet long with the length measured from one end of a runner to the other. Height and width may vary. No restrictions on runner material or type of ropes.



## Registration

3.a) All participating teams must have their registration forms entirely filled out and submitted by email, fax or by Canada Post along with the waiver and code of conduct at least one month prior to the start of the race. Original signed copies of the waivers and code of conduct documents must be handed in at the Musher's meeting prior to the start of the race.

## Racer Rules (during the race)

4.a) A minimum of 10 registered dogs and a maximum of 12.

4.b) Dogs must be arranged in the traditional fan-style setup when tied to the sled while the gain line must be at least 3 feet long.

4.c) Whips should be used to guide the dogs in the right direction without contacting any dogs. Whips are not allowed to be used when within 100 metres of another team. It may result in a penalty.

4.d) The only time a whip is allowed to be used is during a fight between dogs. No musher is allowed to whip another team's dogs.

4.e) Euthanizing a dog is only acceptable if the dog experiences an incurable disease or excessive painful injury. This must be done away from the trail or overnight campsite. Any dog that has been euthanized must be inspected by the officials before leaving the carcass behind.

4.f) Musher's must always wear their team numbers at the starting line, during the race, and after crossing the stoppage/ finish line.

4.g) The dog teams are to be on their own as soon as the start has been given. They cannot request assistance from the safety crew that would allow them to gain time over the other teams.



#### Mandatory Trail Items (carry on equipment):

4.h) Each item will be inspected for specifications, quality, and that they are all accounted for at each checkpoint including the start and finish lines. Each item must always be on your sled during the race. Failure to have an item will result in a penalty upon inspection. A team is not permitted to start unless all items on the sled.

- Ax
- High carbon steel knife
- Snow knife and or crosscut/ rip-cut saw
- Ice chisels (minimum 5 feet)
- Poker harpoon (minimum 5 feet)
- Shovel
- Gun and ammunition (.223 calibre or higher) (minimum 1 per team)
- Inuit style canvas tent large enough for 2 people
- Caribou skin or waterproof mattress for each teammate
- Winter rated sleeping bag for each teammate
- Floor covering or tarp
- Small coleman or propane stove
- Naphtha: 1 full can (provided by Makivvik)
- If preferred, 4 X 1lbs propane bottles
- Lighter or matches
- Tea kettle and thermos
- Groceries enough to survive until next community checkpoint
- Dog food (1 bag of dog food inside a canvas bag. provided by Makivvik)
- Trash bags
- 3 extra dog traces (rope)
- 3 extra harnesses
- Candles
- Flashlight or headlamp
- First aid kit (provided by Makivvik)
- 3 emergency flairs (provided by Makivvik)
- InReach emergency communication device (provided by Makivvik)
- 6 extra AA batteries

### Ivakkak Code of Conduct

5.a) All participants will be given the code of conduct in their registration form to sign, adhering to the code of conduct. The Ivakkak Code of Conduct shall be applicable to all participants during the annual Ivakkak Dogsled Race.

- The Musers and Musers' Assistants are to conduct themselves in a manner that is professional, and which enhances the reputation of the Ivakkak Dogsled Race and of Nunavik as a whole;
- Each Musher and Musher's Assistant is responsible for both integrity and consequences of his or her own actions;



- Honesty, safety, integrity, and equity must be upheld by each Musher and Musher's Assistant when engaging in, or on the occasion of any activity concerning Ivakkak dogsled race, particularly in dealing with the public, the Municipalities or Northern Villages (NV's) of Nunavik, regional organizations, sponsors, the media, other participants, and to the Ivakkak Support Crew.
- Each participant shall be responsible for the conduct of themselves throughout the race.
- Each participant shall refrain from consuming alcohol. Marjuana? Just use the word sober vs alcohol?

## Removal of a Dog/ Dogs

6.a) IMPORTANT: If a dog is badly injured or if the Veterinarian Official decided that a dog cannot continue, the dog may be left behind in a community along the route. An Ivakkak staff member will bring the dog to a designated community member to ensure the dog is flown back to its respective community.

6.b) Mushers are entitled to remove dogs from their teams, which they do not wish to use due to injury, sickness, or fatigue. However, no dogs are to be left behind. If a musher decides to remove a dog during the race, she/he must carry the dog on his sled until she/he meets up with the safety patrol, which can carry the dog for her/him until the next check point. If a dog cannot continue the following day, or once in the next community, the team will have to continue the race with the remaining dogs that were registered for the race and the injured dog will be brought to the next checkpoint on the ambuqamutik.

6.c) Teams must start the race each day with a minimum of six dogs, until the finish line. If one dog (out of the minimum of six dogs per team) can no longer pull, it is to be carried on the sled itself until the finish line. Dog cages will be left in communities to ensure that if dogs are removed, they will be sent back to their respective community.

## Trail Rules

7.a) The distance covered by the dog teams each day may vary depending on snow conditions and the type of terrain. The daily distance to be covered will be determined by the scouts each day. As a guideline, a minimum of 60 km will be covered each day (pending weather and terrain conditions), up to a maximum of 80 km on relatively flat terrain.

7.b) 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 for several hours or be postponed to the next day for reasonable concerns, it should be discussed with the Trail Coordinator and Officials during a meeting with all participants present to ensure transparency. Upon consulting with the participants, the Trail Coordinator will make the final decision.

7.c) The assigned checkpoint starts, and finish lines will be set up by the Officials and will be 100 feet long. When starting or finishing in a community, the clearly visible start and finish lines will be set up by the community volunteers.



- 7.d) The starting order of the mushers is determined by a draw that is held at the Musher's Meeting. Dog teams will start one after another in two-minute intervals one after another. Participants must be present at the start of each checkpoint including the start. Failure to be present can result in a penalty or disqualification at the discretion of the Race Marshal with input from the officials.
- 7.e) Participants must stop at each finish line that has been set up by the Officials. They are not allowed to continue to the next community checkpoint.
- 7.f) Dogs must be tied up when stopping for the night, preferably with chains. Penalty?
- 7.g) Team members are not allowed to feed other teams' dogs Penalty?. This can be seen as an attempt to overfeed and slow down the dogs. However, they may share dogfood amongst each other.
- 7.h) Dog food must be properly stored to avoid unwelcomed wildlife into the encampment.
- 7.i) In case of confusion in terms of the right trail to follow marked by the Trail Coordinator and Scouts, a portion may be marked to signify and change in direction. The Trail Coordinator and Scouts may also clearly mark off any dangerous areas.
- 7.j) In the event of a major storm, it is imperative that each team stops to avoid getting lost in the whiteout to avoid a search and rescue mission. If a team gets lost or stuck in a blizzard, the team must activate their S.O.S. feature on their InReach device and make camp. DO NOT MOVE AFTER AN S.O.S. If participants have smart phone devices with Bluetooth, they must download the Earthmate App by Garmin for easier communication.
- 7.k) Firearms are not to be held during the race unless for an emergency, hunting purposes, or to justifiably euthanize their own dog. Any misuse of a firearm may be grounds for disqualification, or even criminal charges.

## Time Keeping

8.a) 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 times to date each day. The final overall time after penalties is released at the end of the race to determine the order of fastest to slowest including disqualifications and DNF's (did not finish).

## Penalties

9.a) Penalties shall be given out to teams by the officials in the event of disregard for the rules. A list of penalties is provided but as situations may vary, the officials are able to issue penalties upon further investigation.

### List of Penalties

- **RULE 4.c/d):** Wrongful use of a whip will result in a 5-minute penalty.



- **RULE 4.e):** Euthanizing a dog too on the trail or within a campsite will result in a 10-minute penalty.
- **RULE 4.e):** A dog that was euthanized and left behind without inspection by the officials will result in a 1-hour penalty.
- **RULE 4.f):** Not having your jersey with the team numbers on will result in a 5-minute penalty for each day the jersey is missing.
- **RULE 4.h):** Each missing mandatory item will result in a 5-minute penalty.
- **RULE 7.b):** Arriving late at the Musher's Meeting will result in a 5-minute penalty.
- **RULE 7.b):** Failing to attend the Musher's Meeting will result in a 10-minute penalty.
- **RULE 7.d):** At a starting line, failing to start on your assigned order will result in a 5-minute penalty.
- **RULE 7.f):** while stopped at an overnight checkpoint, loose dogs will result in a 5-minute penalty.
- **RULE 7.g):** Feeding another team's dogs will result in a 5-minute penalty, and if found to be an act of sabotage, could lead to disqualification.
- **RULE 7.j):** Activating your InReach device S.O.S. in a non-life-threatening situation will result in a 5-minute penalty.

## Disqualifications

Disqualifications will take place after a review of events by the Officials and the Makivik staff.

### Reasons for Disqualification

- Euthanizing a dog for reasons not listed in **RULE 4.e)** will result in a disqualification.
- Violating the Ivakkak Code of Conduct may result in a disqualification or a 1-year or more banning from participating the race. Severity will be determined by the official and the Makivik staff.