



2012 Yukon Quest Handlers Info

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WELCOME

On behalf of the Board of Directors, Staff, Race Vets and Officials, welcome to the 2012 Yukon Quest! This package contains information for Handlers, including trail procedures, rules, driving, packing tips and reminders to help you prepare for the 2012 race.

About the Pre-Race Handlers Meeting

Thurs, Feb 2nd 10-11:30am at the Alpine Lodge in Fairbanks

- This meeting is mandatory for all 2012 Yukon Quest Handlers (ie. bring the whole handling team if applicable)
- **BE ON TIME** or early for this meeting. **Roll call is done at exactly 10am** and penalties may be issued if handlers are late or absent.
- You will be given an overview of procedures, highlights, updated info, and a chance to ask all your questions.
- You will meet the Race Marshal, Head Veterinarian and possibly some of the Judges and Vets
- You are not permitted to attend the Mushers Meeting that follows.

A few key things to remember

- If you are not sure about something ASK a Race Judge or the Race Marshal BEFORE you do it. They are the only people on the trail with authority regarding questions on rules, assistance or conduct. Do not ask other volunteers.
- Have fun, you will learn a lot.
- Know the rules and understand the Handlers' responsibilities and limitations.
- Clean the dog team parking spaces (clean them well).
- Do not remove food drop bags, clean-up or leave a Checkpoint before 30 min or 1 hour following your musher's departure. *If your musher has to return to the Checkpoint for any reason, they will not be able to access their food drop bags if they have been handled.*
- Keep the truck out of the ditch.
- Try to be there to welcome your musher into each Checkpoint.
- Prepare – talk with your musher well in advance of the race
 - Clarify their expectations AND yours
 - Develop the plan for camp set-up in Dawson City
- Understand that things will happen – your approach needs to be flexible and supportive of others.
- **Carry this document with you in the truck.**

THE RULES

Official Yukon Quest Rules Relevant to Handlers

Here are a few important rules that are especially important to Handlers.

Please note: A full copy of the Official 2012 Yukon Quest Rules can be found on our website at www.yukonquest.com/site/for-registered-mushers/ or from the Yukon Quest office.

RULE Trail Procedure # 4 - Thirty-six (36) hour Stop (Dawson City):

There is one mandatory thirty-six (36) hour stop at Dawson City, Yukon. Time begins when the musher checks in at Dawson City. All dogs continuing in the race must be kept in the designated holding area.

New This year, the starting-time differential will be added to the layover time either in Mile 101 or Central depending on where your musher will call his 4 hour mandatory layover.

THE FOLLOWING IS ALLOWED IN DAWSON CITY:

- (a) Delivery of food and equipment after the start of the race;
- (b) Assistance with feeding dogs and repairing equipment;
- (c) Tent shelters for dogs, limited to an open-ended, non-heated shelter;
- (d) There are no restrictions as to where mushers may sleep during the mandatory 36 hour stop at Dawson City.

THE FOLLOWING IS NOT ALLOWED IN DAWSON CITY:

- (a) Removing dogs from the holding area;
- (b) Housing dogs in dog boxes or autos and trucks;
- (c) Taking dogs other than those continuing in the race into the holding area.

RULE Trail Procedure # 13 - Outside Assistance:

“No planned help is allowed throughout the race, with the exception of Dawson City. No driver may receive outside assistance between or at checkpoints unless an emergency has been declared by the Race Marshal, or is subsequently so ruled. The intended spirit of this race dictates that the driver be self-sufficient and therefore able to help other drivers in case of real need. No assistance which would result in competitive advantage may be accepted or solicited. Handlers are not allowed on the Yukon Quest trail between checkpoints.”

RULE Trail Procedure # 18 - Care and Feeding of Dogs:

“All care and feeding of dogs will be done by the drivers only, except at Dawson City. Neither force feeding, nor stomach tubing is allowed.”

RULE Trail Procedure #26 - Drugs:

“YQI Veterinarians or Veterinary Assistants may randomly collect blood and/or urine samples beginning at the Vet Check and up until 2 hours after a dog team has finished, scratched, or been withdrawn or disqualified from the race. It is the responsibility of the driver to assist the Race Veterinarian or Veterinary Assistant in the collection of the samples. The driver or the driver’s handler **must** be present at all times during the taking and sealing of such samples. Documents evidencing the procedure **shall** be signed by the driver or their handler. No person may interfere in any way with the collection of samples or procedures conducted under this rule.”

RULE Trail Procedure # 33 - Sportsmanship:

The Code of the North dictates that all travelers should be courteous, helpful, generous and honorable. Rude behavior or inappropriate actions by a musher or handler may result in a penalty, withdrawal, or disqualification.

General Procedures

The following general procedures will be adhered to throughout the entire race:

1. Park your dog truck ONLY in designated parking areas
2. Pay attention to where your exhaust is going when parked (i.e. Keep it away from other dog trucks that might have dogs in it or from blowing into the holding area or into buildings)
3. Wear your Official Handler Armband when you are “working” at any checkpoints
4. Please be courteous to everyone

What is Considered Assistance

A handler is not permitted to touch any dog, gear, equipment, food or water at anytime, except:

- While parking a team or during immediate departure
- Unless directed to do so by a Race Judge or the Race Marshal
- Until after the musher and team have officially checked out and departed the Checkpoint
- In an emergency, anyone is permitted to assist any team (i.e. dog fight, loose dog, loose team etc. to prevent harm to the dogs)

A handler is not permitted (except in Dawson City):

- To administer or provide any type of substance, including medications, food or water to any dog in any team or to chat with the dogs

- To enter the Musher's Sleeping Area for any reason – if a message needs to be sent or there is an emergency situation, only a Race Judge or the Race Marshal shall enter the musher's sleeping area to communicate that to the musher
- To pre-order, pick-up or pay for food for mushers at the Checkpoints
- To access any services for mushers (straw, food drop bags etc...)

A handler is not permitted (including in Dawson City):

- To notify any checkpoint personnel of a musher's intention to depart the Checkpoint
- To sign the musher out of a Checkpoint

A handler is ONLY permitted to assist:

- **If instructed to do so by a Race Judge or the Race Marshal.** (i.e. this instruction might be issued if an entry or exit to an area is particularly tricky).
- After the dog team has **arrived** at a Checkpoint and the musher has completed the official check-in procedures, the handler may then take control of the team's leader(s) or the sled and assist the musher in moving the team to the location that the Checkpoint personnel have designated as the parking spot for that team.
- When the dog team is **departing** from a Checkpoint after the musher has completed the official check-out procedures, the handler may then take control of the team's leader(s) or the sled and assist the musher in moving the team from the parking spot to the official check-out location.
- By giving the musher information about the location of services (straw, food drop bags, sleeping quarters, food) or the location of a Race Judge or Vet.

If in doubt, ASK a Race Judge or the Race Marshal. They are the only people on the trail with authority regarding questions on rules, assistance or conduct.

Checkpoint, Dog Drop and Vet Check Procedures

The following procedures will be adhered to at all Checkpoints, Dog Drops and during Vet Checks (some exceptions may apply for Dawson City – see below):

Handler Arrival

When the handler arrives at a checkpoint, they are to identify themselves to the Checkpoint personnel. The handler should inquire about and familiarize themselves with the following:

- debris/trash/straw collection or disposal points
- the location and limits of the holding area
- the locations where the teams will be arriving and departing

- location of dog holding area, food drop bags, straw, water, methyl hydrate (methanol), musher's food and musher's sleeping area – info to pass along to your musher
- location where it is acceptable for handlers to sleep (if applicable) and find food
- the approx/ expected arrival time of your team
- ask Race Judge or Race Marshal what is allowed/required in terms of team parking and taxi to check-out

Musher Arrival

When a dog team has entered a Checkpoint and the musher has completed the official check-in procedures, the handler may then take control of the team's leader(s) or the sled and assist the musher in moving the team to the location designated as the parking spot for that team. A handler may assist when the team is being moved from the holding area to the check-out location for immediate departure. **These are the only times when a handler may touch the sled, leader(s), any dog, any equipment or any substance that is associated with the musher/team while the team is still officially entered in the race.**

Holding Area

The holding area (where the dog teams are parked) of all Checkpoints and Dog Drops as well as the Dawson Dog Park (campground) are considered to be part of the Yukon Quest Trail.

1. Only one handler per team will be authorized to be in the holding area at anytime, except in Dawson.
2. When the handler is in the holding area of any Checkpoint the handler shall wear the YQI Handler Armband in a manner that is highly visible. This armband will be given to each handler at the Pre-Race Handlers Meeting.
3. While in the holding area, the handler may stand either at the front of the team or at the rear of the team behind the sled. The handler may not walk back and forth from the front of the team to the sled or chat with the dogs. "Observe Only"
4. The handler is not permitted to touch any dog, gear, equipment, food or water at anytime, except as discussed in "What is Considered Assistance" on pg.4 or unless directed to by a Race Judge or the Race Marshal or until after that handler's team has officially checked out and departed the Checkpoint.

Vet Checks

1. During mandatory Vet Checks or musher initiated Vet exams at Checkpoints, the handler will leave the holding area without being asked or instructed to do so – exceptions are in Dawson City and during the collection of blood/urine samples.
2. The handler may be present at all times during the collection and sealing of blood and/or urine samples from their musher's team and is authorized to sign the documents evidencing the procedure and **shall do so if the musher is not there.** See *Rule Trail Procedure #26 Drugs.*

3. At no time may the handler administer or provide any type of substance, including medications, food or water to any dog in any team within the Checkpoint unless directed to by a Race Judge or the Race Marshal.
4. When a dog is dropped from a team at a Checkpoint the handler may take physical custody of the dog ONLY from a Race Vet, a Race Judge or the Race Marshal AFTER the appropriate forms have been completed.

Musher Departure

1. The handler is not authorized to notify any checkpoint personnel of a musher's intention to depart the Checkpoint nor is the handler authorized to sign the musher out of a Checkpoint; these two duties are the responsibility of every musher.
2. **It is highly recommended that the handler wait approximately 30-60 min** after their team has officially departed the checkpoint OR as directed by the musher **before beginning the collection/disposal process** and departure from the Checkpoint. **DO NOT TOUCH THE BAGS. Mushers are allowed to return to a Checkpoint** If your musher has to return to the checkpoint for any reason, they will not be able to access their food drop bags if they have been handled or moved.

Clean Up

After the musher has officially departed a Checkpoint, the handler may enter the holding area and collect the supplies, debris and trash that were bagged by the musher prior to their departure from the Checkpoint. The handler is to then rake, bag and remove all straw and animal waste remaining from their team. All supplies, trash, debris, straw and animal wastes are to be disposed of properly by the handler. If you are unsure of disposal procedures/locations, ask a Race Judge or the Race Marshal.

The musher will incur monetary and/or time penalties if this collection and disposal is not done properly. Rule Trail Procedure # 9.

1. Ensure you know the procedure for garbage removal for each Checkpoint (which may include a designated area on site or may mean taking it to the dump)
 - It is strongly recommended that the handler have a hard tine rake and a broom style rake to improve the checkpoint holding area clean up.
 - Use good quality garbage bags to make your life easier (cheap ones break far easier in the cold)

Dog Drops: Additional Info

While at any Dog Drop, all rules and procedures relating to Checkpoint Procedures, holding areas, Vet Checks, providing assistance (as listed above) will apply.

Remote Dog Drops

Handlers are not authorized to be at remote Dog Drops - Scroggie Creek and Slaven's. All dogs flown out of remote Dog Drops and Eagle Checkpoint will be flown forward to the next road accessible Checkpoint or Dog Drop.

McCabe Creek Dog Drop Dog trucks are not allowed at McCabe Creek farm (aka the Dog Drop), but rather need to be parked along the Klondike Highway or at the rest area near the bridge. Handlers need to walk along the farm's driveway to the dog drop. This is a mile long walk and you will share it with incoming teams, so keep an eye out for them.

Retrieving Dropped Dogs

Make sure you fully understand the responsibilities of each party involved in retrieving a dropped dog:

Mushers

Any musher dropping a dog from the race **MUST** fill out a Dropped Dog Form and submit that form to the Race Veterinarian when they hand over the dog.

Race Veterinarians

Every dropped dog **MUST** be examined by a Race Vet who will also sign the Dropped Dog form.

Handlers

When retrieving a dropped dog from a Race Veterinarian, be sure to discuss that dog's condition carefully with the Vet – if you have any questions, **ASK!**

- Be sure that you completely understand any **TREATMENT** or **PRESCRIPTION** that the Race Vet recommends for your dropped dog – it is very important to follow the Race Vet's instructions completely.
- It is advised that you have the dog checked again by a Vet 6 hours after being dropped, and in some cases regularly for 12-15 hours. This is obviously dependant on your travel schedule. Don't hesitate to have a dog checked again by a Race Vet at the next Checkpoint or Dog Drop.
- Before leaving any Checkpoint or Dog Drop, determine if your musher dropped any dogs there – Don't start driving unless you **KNOW** that all of your musher's dogs are with them on the trail
- When arriving at Pelly Crossing, Dawson City, Circle City, be sure to check with Checkpoint personnel to determine if any dogs from your team were dropped at a remote location and are waiting for you or are expected to arrive at that Checkpoint.

Dawson City Layover: Additional Info

You have 36 hours to assist your musher and the team – a well-prepared and totally committed handler is a significant benefit to all dog teams in Dawson City!

At Dawson City

Dawson City and the 36-hour mandatory layover are unique features of the Yukon Quest. This is the **ONLY** time and location where handlers can take an active role in the care, feeding and treatment of the dogs in your musher's team and assist your musher with equipment and supplies. The **Dawson Campground Dog Park** is located in West Dawson, you will cross the Yukon River by the Ice Bridge and find the campground on your right hand side. The Dawson Campground Dog Park is considered a holding area. Pay attention to the restrictions that apply.

The more you plan ahead for your Dawson Campground Dog Park routine, the easier it will be during the race and the more effective you will be in assisting your musher and the team. Know exactly what your musher wants in Dawson before the race starts. Have a plan and be ready when your musher arrives.

Handler Arrival

1. When you arrive in Dawson City, check-in at the Checkpoint and retrieve any messages that might be waiting for you there:
 - Double-check if your musher dropped any dogs at Scroggie Creek (odd years) or Slaven's Cabin or Eagle Checkpoint (even years) – if they did, be sure to determine where those dogs are, and when you can retrieve them.
2. Prepare yourself and the Dawson Campground Dog Park for the arrival of your team:
 - A Checkpoint Volunteer will assist you in retrieving your musher's Food Drop Bags and designated bales of straw.
 - A Checkpoint Volunteer will also verify the correct Dog Park campsite number for your dog team.
 - Determine where, when and how much firewood you can pick-up for your Dog Park campsite. The firewood at the Dog Park that is provided by the Yukon Quest is only available for your use **after your dog team has officially checked in at Dawson**, but you may draw enough wood to have an established fire going when your dog team arrives.
3. Until the first dog team has arrived in Dawson, you may drive your vehicle into the Dog Park at will. Once the first team has arrived in Dawson, the Dog Park is closed to all non-official vehicles. So get your camp set-up ASAP. Dog truck parking is located outside the gates of the campground along the roadside.

Exception: Once the first dog team has arrived in Dawson you may drive into the Dog Park **ONE** time to drop off all needed gear, and supplies needed to set up your camp. Once those items have been off-loaded only, you must move your vehicle out of the Dog Park ASAP. You are not allowed to wait until after you have your campsite set-up.

4. Estimate your team's arrival time (check the ETA Board at the Checkpoint or check for updated info on the Yukon Quest website)
5. **BE SURE TO BE WAITING FOR YOUR MUSER** – Dawson City is a time when handlers can be a huge help with getting the team across the Yukon River and parked at your Dog Park campsite!!

Musher Arrival

1. Once your musher arrives, wait for them to officially check-in.
2. Assist your musher in getting the team across the Yukon River and parked at your Dog Park campsite. Once your team is parked – **YOUR QUEST BEGINS!**
 - Be sure to follow your musher's instructions carefully for rest, feeding, watering, walking/ jogging, treatments, etc.
 - Be sure to follow the Race Rules about Dawson City and the Dog Yard.
 - Pick up immediately after your dogs while you are walking them.
 - Take note of times of the Mandatory Vet Check, and any Mandatory Re-Checks.
 - Assist the Vet Team with taking any urine samples, if necessary, and sign required documents (if your musher is not present).
 - Keep aware of any dogs on your musher's team that are still coming from remote locations – be sure to check and re-check to find out when they arrive in Dawson City, how and where you will retrieve them.

Check-Out

Once your team has officially checked out and left the Dog Park, wait 30-60 minutes or longer. Then you can break down camp, pack all gear and clean up the campsite. At that time, you may then drive your vehicle back to your campsite to load your gear, supplies, garbage and straw. When you are done cleaning your campsite, you are to notify Checkpoint personnel so that a volunteer can inspect your campsite and you can start drive to Whitehorse.

CONDUCT

The Code of the North dictates that “all travelers be courteous, helpful, generous and honorable”

Please remember that as a handler you are a part of the overall image of the Yukon Quest and your musher. As such, your behavior and demeanor will be judged by all the people who observe us along the trail. It is critical that all of us conduct ourselves in a friendly, courteous and professional manner.

The musher may incur fine, withdrawal or disqualification for rude behavior or inappropriate actions by a musher or handler. Rule Trail Procedure #33.

PACKING THE TRUCK

Here is a list of highly recommended items:

- A hard tine rake AND a broom style/garden-leaf rake
- Hand warmers
- Long leash
- Good quality, strong and durable black garbage bags for clean-up
- Snow shovel and toboggan – good for setting up your campsite in Dawson City
- Water and food for everyone in your rig – dogs and humans
- Minimum 5 gallons of extra fuel
- Extra fluids for the truck - power steering, hydraulic, anti-freeze
- Windshield wiper fluids, Spare tire, Jack, Wrench
- Extra-long extension cord, Battery charger
- Maps, **And This Document!**

DRIVING THE YUKON QUEST

Be careful. This isn't a race. Stop when you get tired and if possible group up.

Fairbanks to Two Rivers (Mile 53 on Chena Hot Springs Road)

Going North on Steese Highway, take a right at Chena Hot Springs Road Exit, go to milepost 53 (53 miles). Turn left into the checkpoint area.

Handlers must park in the first parking area (it will be well marked). Handlers' trucks will not be allowed past this first area as the Checkpoint has very limited parking. When leaving Two Rivers, turn Right on Chena Hot Springs Road, going back the way you came, all the way to the Steese Highway. Turn right on the Steese, which takes you to Mile 101.

Gas is available at Pleasant Valley Store for 24h from Sat 4th to Sun 5th late at night.

Two Rivers to Mile 101 (101 mi/ 162 km)

Completely fuel up your vehicle in Fairbanks or at the Pleasant Valley Store in Two Rivers, and bring extra gas cans - there is no gas between Fairbanks and Central. After that, the road is narrow, with lots of curves, overflow across the road and tiny to non-existent shoulders.

Be **extremely** careful at 13 Mile Summit and Eagle Summit going in and COMING OUT! When stopping at mile 101 be very aware of the traffic on the road, snowplows will be out and about.

Mile 101 to Central (26 mi/ 42 km)

You will be going over Eagle Summit and then begin a long descent into Central. If you miss the Checkpoint you are asleep at the wheel. **Don't do this drive in the dark.** Watch for possible overflow, white-outs and snow plows. Fuel is available in Central, and not guaranteed in Circle.

Central to Circle (a very, very long 34 mi/ 55 km)

When you drive this section, during the day or night: Have it Together!

The road is mostly gravel, no shoulders, lots of curves and numerous places to run way off the road. If you do go off the road the recovery vehicle will have to come from Fairbanks. It is also one of the more mind numbing sections you will drive during this race.

Circle to Whitehorse

First fuel up in Circle, and then reverse your travel driving back through Central and Mile 101, use same cautions.

Out of Fairbanks, take the Richardson Highway down to Delta, turn left on the Alaska Highway down to the USA-Canada border. Between Beaver Creek and Burwash Landing in Canada, the highway is rich with serious frost heaves. Take your time in here and slow down! Keep driving on the Alaska Highway up to Haines Junction, take a left at the stop on the Alaska Highway to Whitehorse.

Fairbanks to Whitehorse takes roughly 11-12 hours. You can get gas in Tok, Beaver Creek, Destruction Bay or Haines Junction.

Between Whitehorse and Dawson City (335 mi/ 535 km)

From Whitehorse, you will head north on the Alaska Highway for a few kilometers and then turn right onto the Klondike Highway North to get to Braeburn, Carmacks, McCabe Creek Dog Drop (approximately 40.6 miles/65.3km north of Carmacks), Pelly Crossing and Dawson City.

The Klondike Highway is overall good driving. This highway can be icy and when you turn left at Stewart Crossing north of Pelly Crossing, the road is often snow packed and/or icy. Watch out for traffic, especially large trucks!

When you arrive in Dawson City, proceed to the Checkpoint on Front Street for instructions and information.

Be Careful and good luck - it is a long journey.

Gas Station List

	Location	Hours	Diesel	Other Services
FAIRBANKS TO CIRCLE				
FAIRBANKS				
Sourdough Fuel	Airport Rd, S. Cushman, Farmers Loop	24hour credit card pump		
Fox General Store	Mile 11.5 Steese Hwy N	24hour credit card pump	Y	groceries
TWO RIVERS (Mile 53)				
Pleasant Valley Store	Mile 23.4 Chena Hot Springs Road	24hour from Sat am to Sun pm	Y	groceries
CENTRAL				
Central Corner	Central	24 hour during race	Y	Groceries, Restaurant
CIRCLE				
H. C. Company			Y	Groceries, tire repair
FAIRBANKS TO WHITEHORSE				
NORTH POLE				
Badger Gas		Mon-Fri. 8:00-17:00, sat. 8:00-12:00	Y	convenience store
DELTA JUNCTION				
3 gas stations		Extended hours/ credit card pump	Y	
TOK				
Multiple gas stations		Extended hours	Y	ATM, food, car service
BEAVER CREEK				
3 gas stations		No info available		
DESTRUCTION BAY				
Talbot Arm Motel		7:00 – 11:00	Y	Restaurant/grocery
HAINES JUNCTION				
Fast Gas		7:00 – 21:00	Y	convenience store
WHITEHORSE TO DAWSON CITY				
WHITEHORSE				
TAGS/ Husky	4221 4th Ave.	24hours/day 7days/week	Y	
Petro CANADA	Mile910 Alaska Hwy	24hours/day 7days/week	Y	
BRAEBURN				
Braeburn Lodge	Klondike Hwy (at Checkpoint)	7:00-1:00am, full hrs at race	Y	restaurant
CARMACKS				
Sunrise Service	Klondike Highway	Mo-Sun 8:00-22:00		grocery
Tachun Center Store	Klondike Highway	8:00-22:00	Y	general store
PELLY CROSSING				
Selkirk Grocery	Klondike Highway	10:00-19:00	Y	grocery
Stewart Crossing Shell	Klondike Hwy (btw Pelly & Dawson)	Mo-Thu 9-18:00, Fri-Sun 9-21:00	Y	restaurant
Dempster RaceTrack	Klondike Hwy (Dempster crossing)	6:00-22:00	Y	restaurant
DAWSON CITY				
Dominion Shell	in Dawson town site	8:00 - 21:00		
Bonanza Esso	Klondike Hwy (just before Dawson)	9:00-18:00	Y	grocery

FINAL WORDS

Try and have some fun out there. This is an opportunity to meet new people and see some new country. Read the race rules and carry a copy in your truck, you are responsible for the rules that apply to you, and by extension, your team.

The Yukon Quest is unique because you really are part of the team. Your actions can and will have a profound impact on your musher. Don't hit them with every little problem you have encountered on your drive as soon as they get into a Checkpoint. Be supportive. Be patient. Let your musher "vent" if they need to. Everyone is going to be really tired, so try and stay focused on what your role is during the race.

There have been some impressive blow ups between mushers and handlers on this race in the past, don't let it happen to you. Some input from Joe May below, used with his permission:

A note for first time Yukon Quest handlers:

Since the inception of the Yukon Quest, the **handlers' convoy** has, for some, proven to be as grueling as the dog race. Frozen engines, flat tires, and blown transmissions aren't unknown. Cooperation with other crews long ago has become the norm. Please help each other if needed. It's a long cold road.

The up side is that it's an opportunity to meet some great new people. Over the years, waiting in the checkpoints, and on the long haul between Circle and Dawson City, I suspect there've been marriages made, divorces announced, 300 mile silences, tons of potato chips consumed, and maybe germination of a notion to run the race someday. In any event, have fun, stay warm, and drive safe.... *Joe May*

That pretty much sums it up. Be safe out there, help each other out, be patient with your musher and if you have questions don't be afraid to ask the Race Marshal or a Race Judge. Thanks for participating and have a great race.

ALASKA

550 First Ave, Fairbanks, AK 99701
Phone: 907.452.7954 Fax: 907.452.7959
Email: questops@mosquitonet.com



YUKON

#2 – 1109 First Ave. Whitehorse, YT Y1A 5G4
Phone: 867.668.4711 Fax: 867.668.6674
Email: questadmin@polarcom.com