



Media Guide

2012 Yukon Quest 1,000 Mile International Sled Dog Race

Fairbanks, Alaska to Whitehorse, Yukon – Starts February 4, 2012

SCHEDULE OF EVENTS

Media must attend one of the two media briefings to receive their accreditation. Two sessions are being held in Fairbanks.

Those planning to be in Yukon only must make arrangements before the race starts to be briefed in Dawson City.

Date & Time	Event	Location
Wed Feb 1 – 1:00-3:00 p.m.	Media Accreditation Meeting	Alpine Lodge, Fairbanks
Wed Feb 1 – 5:00-10:00 p.m.	Start & Draw Banquet	Westmark Hotel, Fairbanks
Thu Feb 2 – 6:30-10:00 p.m.	Pre-race Meet the Musers	Alpine Lodge, Fairbanks
Fri Feb 3 – 1:00-3:00 p.m.	Media Accreditation Meeting	Alpine Lodge, Fairbanks
Sat Feb 4 – 11:00 a.m.	1,000 Mile Sled Dog Race Start	Start Line on the Chena River
Sat Feb 4 – 3:00 p.m.	YQ300 Race Start	Start Line on the Chena River
Mon-Fri – Feb 13-18	QuestFest	Old Fire Hall, Whitehorse
Fri Feb 17 – 6:00-10:00 p.m.	Post-race Meet the mushers	Old Fire Hall, Whitehorse
Sat Feb 18 – 5:00 p.m.	Finish & Awards Banquet	Yukon Convention Centre at High Country Inn, Whitehorse

YUKON QUEST CONTACT INFORMATION

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PROTOCOL FOR MEDIA

All media must comply with these protocols for the safety of the sled dogs and in fairness to the mushers. Accreditation is not transferable and may be revoked for non-compliance.

1. Media accreditation must be worn when in specified media areas including photography zones, media Internet access areas and interview areas. Only camera crew and photographers may access photography zones.
2. A musher's right to privacy must be respected at all times. Do not intrude on a musher if he/she indicates they do not wish to be disturbed.
3. Veterinarians have a doctor, client, patient relationship with the musher and the dogs. Because of that confidentiality, the vet team cannot answer any questions about a particular dog or team. Individual veterinarians can talk to you about why they are participating in the Quest as Trail Veterinarians but not about any medical issues.
4. During any medical exam of the dogs all media will be requested to leave the area. No photos allowed.
5. Do not help the mushers. There are strict rules against mushers receiving outside assistance.
6. Never touch the sled dogs for any reason.
7. Dog teams always have the right-of-way, no exceptions.
8. Start Line: Accredited photographers and camera crew are permitted in the start chute. The direction of the Race Officials must be followed at all times.
9. Finish Line: A photography area will be designated at the finish line. After a musher has completed the mandatory check-in with Race Personnel, the musher may enter a media area for interviews.
10. Checkpoints: All media must stay clear of a team upon its arrival at a checkpoint. Race Personnel require unhindered access to mushers and dogs. When the check-in process has been completed and the dogs have been bedded mushers may consent to be interviewed. A designated photography zone will be identified where possible.
11. Media are not permitted inside a Dog Yard Area (the dog feeding and resting area) without prior approval from a Race Judge or Race Marshal. Media in the Dog Yard must be escorted by a designated member of the Race Team. The Dog Yard at checkpoints and official dog drops is restricted to mushers and race personnel.
12. Media are permitted to take photos of mushers and dogs from outside the Dog Yard Area. The Dawson City dog staging area will have "open" hours and other specified locations may be opened to media for limited access.
13. Media are expected to research and ensure they have appropriate escorts or expertise for trail travel.

14. Snow machines with paddle tracks must not be used on the trail under any circumstance.
15. When sled dog teams are in sight, the snow machine must exit the trail at a 90-degree angle and park a minimum of 10 feet (3 metres) from the trail. The engine must be turned off.
16. Aircraft must be at least 1,000 feet (400 metres) away from a team, either above or to the side. An aircraft must never “buzz” a sled dog team. On the ground, aircraft must be well off the trail and the aircraft’s propeller must not be rotating when a sled dog team is in view.
17. Flash photography or the use of artificial lighting is only permissible in the immediate vicinity of checkpoints and dog drops.
18. Flash photography is forbidden on the trail unless arrangements have been made with the musher beforehand. Do not interrupt a musher on the trail to ask permission.
19. Mushers may register a protest against any person or action considered detrimental or obstructive to their race effort.
20. Cabins along the trail may be open to mushers and Race Personnel. Do not use these cabins without prior permission from the cabin owner.
21. Do not interrupt the amateur radio operators. Radio operators cannot provide information other than what is available on the Yukon Quest web site.
22. Media who violate these rules will have their Media Accreditation revoked.

Story Ideas

1. Mushers may be shy about talking about themselves. However, they will usually talk about their dogs.
2. A musher’s dog handlers may be willing discuss their work. Handlers have great knowledge of the sled dog teams and canine care, and work closely with the musher.
3. Checkpoints are usually staffed by local volunteers. Volunteers cannot provide official race information but may provide interesting stories about their community and volunteer work. Some volunteers are on their vacation, visiting from Europe, Australia, and across North America.
4. The Official Race Rules provide useful information and are available online at <http://yukonquest.com>,

2012 MUSHERS

The musher list is available at <http://www.yukonquest.com/site/mushers-and-sled-dog-teams/>

Name	Experience	Residence	Nationality
Berington, Kristy	Rookie	Kasilof, Alaska	American
Berkowitz, Jake	Rookie	Big Lake, Alaska	American
Bradley, Maren	Rookie	Carcross, Yukon	Canadian
Dalton, David	Veteran	Healy, Alaska	American
Drobny, Paige	Rookie	Fairbanks, Alaska	American
Durham, Kyla	Veteran	Fairbanks/Eureka, Alaska	American
Ellis, Mike	Veteran	Two Rivers, Alaska	American
Ettyne, Nikolay	Rookie	Russia	Russian
Fressineau, Marcelle	Rookie	Whitehorse, Yukon	Canadian
Guenther, Gus	Rookie	Clam Gulch, Alaska	American
Herbst, Trent	Rookie	Big Lake, Alaska	American
Honda, Yuka	Rookie	Whitehorse, Yukon	Japan
Leifseth Ulsom, Joar	Rookie	Roros, Norway	Norwegian
Lindner, Sonny	Veteran	Two Rivers, Alaska	American
Mackey, Lance	Veteran	Fairbanks, Alaska	American
Moore, Allen	Veteran	Two Rivers, Alaska	American
Neff, Hugh	Veteran	Tok, Alaska	American
Pedersen, Misha	Rookie	Willow, Alaska	Czech
Reich, Kurt	Rookie	Divide, Colorado	American
Sass, Brent	Veteran	Eureka/Fairbanks, Alaska	American
Telpin, Michael	Rookie	Chukotka, Russia	Russian; Native Chukchi
Weitzel, Jason	Rookie	Two Rivers, Alaska	American
West, Abbie	Veteran	Two Rivers, Alaska	American
Wilmshurst, Brian	Rookie	Dawson City, Yukon	Canadian

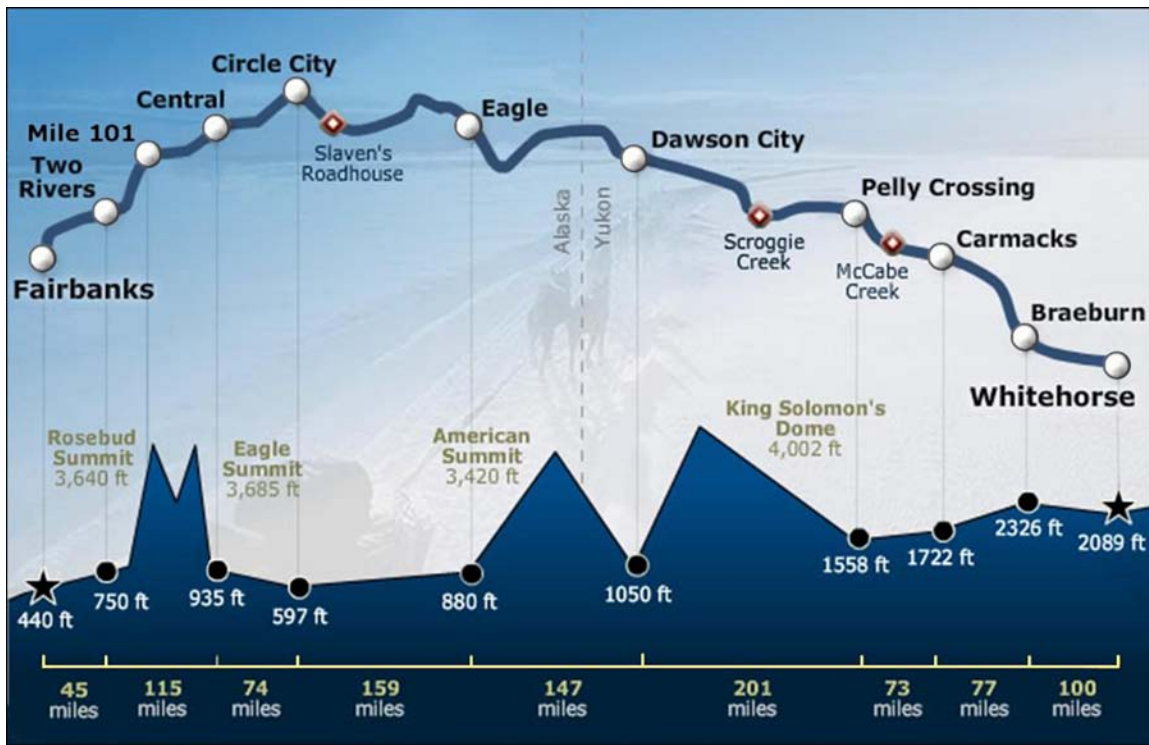
Musher & Race Statistics

Musher statistics for all Yukon Quest races are at: <http://yukonquest.com/site/past-race-results/>

2012 RACE PERSONNEL

Race Marshal	<ul style="list-style-type: none"> • Hans Oettli 	
Race Judges	<ul style="list-style-type: none"> • Shelley Brown • Reinhard Semmel • Patty Imus 	<ul style="list-style-type: none"> • Terry Hinesly • Donna Miller • Kiara Adams
Head Veterinarian	<ul style="list-style-type: none"> • Dr. Kathleen McGill 	
Trail Veterinarians	<ul style="list-style-type: none"> • Marcus Barth, DVM • Chris Christensen, DVM • Hanna Fredrickson, DVM • Dennis Griffin, DVM • Christina Hansen, DVM • Jessica Heath, DVM 	<ul style="list-style-type: none"> • Per Erik Hem, DVM • Janiene Liccardi, DVM • David Moroney, DVM • John Overell, DVM • Gregg Phillips, DVM • Mercedes Pinto, DVM • Katherine Van Duine, DVM
Veterinary Assistants	<ul style="list-style-type: none"> • Bill Nanak 	<ul style="list-style-type: none"> • Donna Russell-Swope
YQ300 Race Marshal	<ul style="list-style-type: none"> • Doug Grilliot 	
Trail Coordinators	<ul style="list-style-type: none"> • Alaska – Mike Reitz 	<ul style="list-style-type: none"> • Yukon – John Mitchell
Race Manager	<ul style="list-style-type: none"> • Josh Horst 	
Assistant Race Manager	<ul style="list-style-type: none"> • Alex Brook 	
Rules Committee	<ul style="list-style-type: none"> • Layne St. John - Chair • Bruce Lee – Vice Chair • June Ryan Moore - Secretary 	<ul style="list-style-type: none"> • Dave Rich - Member • Breaden Bennett - Member • Eric Beutow - Member • Joan Hardesty - Member
Alaska – Yukon Quest Staff	<ul style="list-style-type: none"> • Marti Steury, Executive Director • Maria “Frog” Roberts, Assistant Director • J.C. Fletcher, Sales and Events Manager 	
Yukon – Yukon Quest Staff	<ul style="list-style-type: none"> • Sue Thomas, Executive Director • Marie-Sylvestre Belanger, Operations Manager 	

YUKON QUEST ROUTE MAP



Distances are approximate as the trail route varies year-to-year.

	Miles	Kilometres
Fairbanks to Two Rivers	72	115
Two Rivers to Mile 101	42	68
Mile 101 to Central	33	53
Central to Circle City	75	119
Circle City to Slaven's Roadhouse	58	93
Slaven's Roadhouse to Eagle	101	163
Eagle to Fortymile River	99	159
Fortymile River to Dawson City	48	77
Dawson City to Scroggie Creek	99	159
Scroggie Creek to Stepping Stone	70	113
Stepping Stone to Pelly Crossing	32	51
Pelly Crossing to McCabe Creek	34	55
McCabe Creek to Carmacks	39	63
Carmacks to Braeburn	77	124
Braeburn to Whitehorse	100	161

1,000 MILE YUKON QUEST TRAIL GUIDE

START LINE: Fairbanks, Alaska

Fairbanks is Alaska's second largest city and the Start for the 2012 Yukon Quest 1,000 Mile International Sled Dog Race. The Yukon Quest trail near Fairbanks was formerly a freight and mail route in the early 1900s.

The race begins below the Cushman Street Bridge in the downtown core, on the frozen Chena River, which is about 100 yards/metres wide.

The checkpoint building is the Yukon Quest Log Cabin on the bank of the Chena River near the start line. There are no public restrooms in this building. There will be outdoor port-a-potties located near the Log Cabin and in the parking lot across the river for public & media use. Businesses in the downtown area welcome paying customers to use their facilities.

Public & media are permitted in the Log Cabin. HAM radio operators will be set up inside the door; please keep the noise level down to allow them to concentrate on communications.

HAM radio operators must not be approached for information. Their ability to focus on their job is essential to race safety and they are not available for media queries.

Wi-Fi and a limited power supply are available at the Yukon Quest Log Cabin.

Fairbanks to Two Rivers

72 miles / 115 km

Trail Information: As mushers leave the start line, the race proceeds along the Chena River all the way from just below the Cushman Street Bridge to the Nordale Bridge. There are several spots where the teams can be seen passing by.

CHECKPOINT: Two Rivers

The checkpoint is located on the north side of Chena Hot Springs Road at mile 53. There is limited parking for media or the public. The media facilities consist of one large which has a heating system that may maintain a reasonable temperature. Generator power provides electricity for essential equipment and every effort will be made to provide power for computers. Power is not provided for plugging in vehicles.

The Angel Creek Lodge and Chena Hot Springs Resort are nearby and both serve meals during their regular business hours. Checkpoint food is available only to mushers, staff, and volunteers.

Internet: Alaska Satellite Internet, HughesNet, provide a wireless Internet connection via satellite. Please keep uploading and downloading to only necessary items. Race operations take priority and you may be asked to disconnect or to stop large uploads to allow a race operation to take place. Note that this is a service which is generously sponsored to the race. There is no charge to our sponsor for downloads which take place between 10pm and 3am. If you have the option to utilize these hours, making this service easier for our sponsor to provide in the future, please do so.

Pleasant Valley Store is located at 23.5 Mile Chena Hot Springs Road and has food, gas, and diesel for sale. This is also about as far as cell service reaches out Chena Hot Springs Road.

Two Rivers to Mile 101

42 miles / 68 km

Trail Information: Sled dog teams will be crossing Chena Hot Springs Road at 27 mile. Please be cautious and do not get in the way of the volunteer flaggers and dog teams on the road.

Mile 101 Official Checkpoint**possible 4 hour stop**

Note: the 2012 Yukon Quest Official Rules require a mandatory 4 hour stop at either Mile 101 or Central, musher's choice.

This is a staging area at Mile 101 on the Steese Highway. It is an important checkpoint at the base of Eagle Summit. There are two cabins used for the checkpoint; the main cabin hosts the main checkpoint area and the public area. The other cabin is off limits to media and the public.

There are no food, cooking or sleeping facilities for media at Mile 101. The only kitchen is in the main cabin, however, it is exclusively for use by the Checkpoint.

Internet: Alaska Satellite Internet, HughesNet, will provide a wireless Internet connection. This is received by a satellite, which is usually much slower in upload time and can be less reliable than cable or DSL Internet. Please keep uploading and downloading to only necessary items. Race operations take priority and you may be asked to disconnect or to stop large uploads to allow a race operation to take place.

There is no power available for media at Mile 101. Please ensure your equipment is fully charged before arriving.

There is no fuel available at Mile 101. Bring enough fuel to idle your vehicles for extended periods of time at cold temperatures if necessary.

Mile 101 to Central

33 miles / 53 km

CHECKPOINT: Central**possible 4 hour stop**

Note: the 2012 Yukon Quest Official Rules require a mandatory 4 hour stop at either Mile 101 or Central, musher's choice.

Formerly known as "Central House", Central was built in 1894 after the discovery of gold in the Circle Mining District.

Central Corner hosts the checkpoint. The roadhouse has a full menu, bar, gasoline, small grocery store and rooms. Diesel can be purchased at the Central Power Utility. There are no public restrooms available here; please use the three port-a-potties outside the roadhouse.

Central Corner generously opens their business for use as the checkpoint. Please be conscious of the space you are occupying and justify it with an appropriately-sized purchase for the time you spend at their tables.

Rooms are available at the Central Corner; reservations are recommended.

Power is available in the Central Corner.

Internet: Alaska Satellite Internet, HughesNet, will provide a wireless Internet connection. This is received by a satellite, which is usually much slower in upload time and can be less reliable than cable or DSL Internet. Please keep uploading and downloading to only necessary items. Race operations take priority and you may be asked to disconnect or to stop large uploads to allow a race operation to take place.

Central to Circle City

75 miles / 119 km

Trail Information: After leaving Central, teams can be viewed on the left, traveling toward Circle Hot Springs for 8 miles. Near the springs, the trail leaves the road. The road between Central and Circle is a very winding, rough, and dangerous 30 mile road. Give yourself at least an hour for this drive and take it slow. The trail can be seen from any Birch Creek over-view as well as from the bridge over Birch Creek (MP 147). From that point, teams are out of site from the road as they travel the last 26 miles to the Circle City Checkpoint.

CHECKPOINT: Circle City

Located at the eastern end of the Steese Highway 160 miles (257 km) northeast of Fairbanks, Circle City was established in 1893 as a supply point for goods shipped up the Yukon River and then overland to the gold mining camps.

The checkpoint is hosted in the community Fire Hall. Space is limited and shared by mushers, public, volunteers, vets, officials, handlers and media. Two rooms that are off limits; one is the communications room and the other is the mushers' sleeping room.

In previous years, Circle Public School provided media with a pay-per-space floor with mats and meals for purchase. At the time of this printing, this was not confirmed for. Food at the Fire Hall is for checkpoint volunteers and mushers only.

Internet: Alaska Satellite Internet, HughesNet, will provide a wireless Internet connection. This is received by a satellite, which is usually much slower in upload time and can be less reliable than cable or DSL Internet. Please keep uploading and downloading to only necessary items. Race operations take priority and you may be asked to disconnect or to stop large uploads to allow a race operation to take place.

Some power outlets will be available for media at the public school. The Fire Hall has a very limited power supply and will be for race operations only, as additional usage could short circuit the power supply.

Fuel is available for purchase at H.C. Company Store.

Circle City to Eagle

159 miles / 256 km

Trail Information: This section can be viewed only by air. Approximately halfway between Circle City and Eagle, teams travel past the cabin of Charlie Biederman who delivered mail by dog sled with his father Adolphe between Circle and Eagle. The trail follows the flat, sometimes soft and sometimes icy Yukon River toward Eagle.

Slaven's Roadhouse

No road access, no power, no Internet, no accommodations, no fuel, and **no food**. Travel to this area is not recommended. Provide your own outdoor sleeping amenities and food. Expect very cold temperatures. You may be stranded by the weather.

Slaven's Roadhouse, now operated by the U.S. National Parks Service (NPS), is located in the Yukon-Charley Rivers National Preserve. A permit is required to film in this area.

Accessible in winter only by dog sled, snow machine or air, the Roadhouse provides a warm and quiet reprieve for Yukon Quest mushers.

All supplies are flown into Slaven's Roadhouse before the race starts and there is no food for media.

CHECKPOINT: Eagle, Alaska**mandatory 4 hour stop**

There is no road access to Eagle in the winter. In winter it is accessible only by air, snowmobile or dog team.

The checkpoint is at the Old Schoolhouse, a small old building centrally located. There is one room for the HAM radio operators, one for musher sleeping and the main area for the checkpoint.

There are no provisions for sleeping. Falcon Inn B&B can accommodate various sized groups. Both are located on the river. Reservations are strongly recommended and should be confirmed before arriving in Eagle.

The Eagle School is allowing race personnel and media to sleep at the school on a pay-per-night basis. The Student Council will be selling concessions at Breakfast and Dinner and sack lunches. In order to not disrupt school sessions, guests at the school will be required to use the gymnasium floor during certain hours and an equipment room during others. Signs will be posted. Showers are also available at the school. A fund raiser and music festival is planned for the time the race passes through town.

Wi-Fi is available at the public library, but through the same internet sponsor as the previous checkpoint with the same restrictions.

Eagle, Alaska to Dawson City, Yukon

147 miles / 237 km

Trail Information: From Eagle it is 18 miles to the top of American Summit. Teams follow the Taylor Highway, which is closed in winter, to join the Fortymile River valley. At the confluence of the Fortymile and Yukon Rivers is the historic town site of Forty Mile. From there, it is 50 miles (80 km) up the Yukon River to Dawson City.

The Border: It is on this leg of the trail that Yukon Quest mushers cross the US-Canada border. Any media travelling to Dawson City from Eagle **MUST** clear Canada Customs upon arrival.

CHECKPOINT: Dawson City**mandatory 36 hour stop**

Dawson City was the final destination for over 100,000 stamperders during the short-lived, but world famous, Klondike Gold Rush of the late 1890s. In its heyday, Dawson City boasted a population of 40,000. It was called “Paris of the North” and was the largest metropolis on the North American continent north of San Francisco and west of Winnipeg.

The checkpoint is located in the Dawson City Visitors Center on Front Street. Inside the checkpoint there will be a local food concession fund-raiser that is hosted by the organizers of the Percy Dewolfe Dog Sled Race. There are also many restaurants as well as several grocery stores and gas/service stations in town. Dawson has a number of hotels but be sure to make reservations early, as they tend to book up during the Quest.

The Dawson City dog staging area, the Yukon River government campground, may have “open” hours designated by the Race Marshal. Unless otherwise authorized, vehicles are not permitted into the campground. Visitors must park at the campground entrance.

The Dawson City Museum is a must see, and will be hosting the Yukon Quest Volunteer Party.

Dawson City to Pelly Crossing

approx. 201 miles / 323 km

Trail Information: The trail leaves Dawson City ascending the 4,002-foot King Solomon's Dome. The trail then follows mining roads to Pelly Crossing.

Teams travel 99 miles (159 km) from Pelly Crossing to remote Scroggie Creek. Teams descend through the Black Hills to Stepping Stone, a hospitality stop approximately 35 miles from Pelly Crossing. Then along the Pelly River to Pelly Crossing. The only view of the trail is from the air.

Scroggie Creek – Dog Drop

An abandoned cabin on the shore of the Stewart River lies dormant except during the Yukon Quest. The cabin is leased by the Yukon Quest specifically for use during the race.

There is no road access or services. Travel to this area is not recommended without a guide. Weather is often a factor and you may be stranded.

All supplies must be flown into Scroggie Creek before the race and food is carefully calculated for the volunteers' duration of stay. There are no provisions for sleeping indoors or food provision for non-race personnel. Be prepared to provide your own outdoor sleeping amenities and food.

CHECKPOINT: Pelly Crossing

Pelly Crossing is home to the Selkirk First Nation of Northern Tutchone people. After the North Klondike Highway was completed in 1942, most of the inhabitants of nearby Fort Selkirk relocated to Pelly Crossing. Fort Selkirk is the oldest known and perhaps most historically significant permanent settlement in the Yukon.

The Checkpoint is housed in the community centre. A community concession called the Questaurant is provided by the community (hours TBA). Wi-Fi is available.

There are groceries, rooms & gas available at Selkirk Grocery on the highway.

Pelly Crossing to Carmacks

approx 73 miles / 117 km

Trail Information: From Pelly Crossing the trail travels through the L'Hutsaw Wetlands and then runs parallel to the Klondike Highway for five miles from McCabe Creek before joining the Dawson Overland Trail. The trail follows the Freegold Road for about 13 miles to Carmacks.

This section of trail is considered in most years to be a "fast and easy" section, although there are some short and steep hills.

McCabe Creek – Dog Drop

The Kruse family's homestead on the Yukon River provides northern hospitality to the teams and race followers. This family graciously opens their shop to host this dog drop.

The food here is limited and prepared for mushers & race personnel only. Please do not help yourself to this buffet-style set up; it is not intended for the public or media. There are no sleeping facilities here for media.

There is no access by vehicle into the McCabe Creek Dog Drop from the highway. The walk in is approximately 20 minutes.

CHECKPOINT: Carmacks

Carmacks is named after George Carmack, one of the men credited with making the gold strike at Rabbit Creek (renamed Bonanza Creek), near Dawson City, that unleashed the Klondike gold rush in 1896. Before that, he discovered coal in and around Carmacks and this, his home, became a trading post – Carmack’s Post.

Carmacks is located at the confluence of the Yukon and Nordenskiöld Rivers. It lies 112 miles (180 km) north of Whitehorse on the North Klondike Highway. Accommodation is available at the Carmacks Hotel. There are two service stations and one restaurant.

The checkpoint is at the community centre. A food concession is inside the centre. Parking is limited; the community asks that you park towards the back of the parking lot.

Wi-Fi is available at the checkpoint. Floor space within the centre is for race personnel, volunteers & handlers. Please respect this space and keep voices down during checkpoint operations.

Carmacks to Braeburn

77 miles / 124 km

Trail Information: From Carmacks, the trail runs away from the Yukon River on uneven terrain, following narrow trails and creeks with overflow. Approximately 15 miles from Braeburn are Coghlan Lake and the Chain Lakes area including Frank and Mandanna Lakes. The trail crosses the North Klondike Highway near Braeburn Lodge.

CHECKPOINT: Braeburn**mandatory 8 hour stop**

Braeburn Lodge, a former roadhouse on the Dawson Overland Trail, has been a Yukon Quest checkpoint since 1999. The owners of the Lodge host the checkpoint. The lodge has a full menu, gas, and the best baked good selection on the trail. Braeburn Lodge is famous for its giant food, especially its 12-inch cinnamon buns. The lodge is open for business and please be aware of the space you are occupying and justify it with an appropriate purchase.

There are no public restrooms available here for non-paying customers; please use the port-a-potties in the parking lot.

Do not rely on fuel being available at Braeburn. Plan accordingly.

Braeburn to Whitehorse

100 miles / 161 km

The trail runs on the old Dawson Overland Trail, which is also known as the TransCanada Trail. Then the trail follows the Yukon River from the Takhini River Bridge for approximately 15 miles into Whitehorse.

Trail Information: Teams can be seen following the trail under the Takhini River Bridge, at Km. 4.5 of the North Klondike Highway (Mayo Road).

FINISH LINE: Whitehorse, Yukon

The Yukon Quest race finish line is just north of the White Pass Depot building at the foot of Main Street. The Whitehorse office of the Yukon Quest is located in the White Pass Depot building. Wi-Fi is available inside the building.

Whitehorse developed during the Klondike Gold Rush as a transportation hub. Situated at the head of navigable waters on the Yukon River, it was an important stop on the journey to the gold fields.

There are restaurants, hotels, grocery stores and service stations as well souvenir and gift shops.

MEDIA LIFE ON THE TRAIL

The Yukon Quest is not responsible for media or their transportation.

Food at checkpoints is provided free of charge ONLY for volunteers and mushers.

Media are encouraged to purchase food where available. Many checkpoints and dog drops do not have food services available. Pack sufficient supplies for the duration of your trip.

Sleeping facilities at checkpoints, dog drops and other race venues are for the use of mushers, volunteers and race personnel. There may not be space for you to sleep. Hotels and other accommodations are limited, so plan ahead and bring your own sleeping gear.

The roads may be treacherous in winter. Travel can take much longer than planned. Fuel for vehicles and snow machines is limited. Familiarize yourself with what is available at each destination and carry extra fuel.

The trail travels across private property and National Park land. Access is not guaranteed. Permission to film is required in some National Parks. It is your responsibility to obtain the required permission, access and permits.

3G cell phones will work only in Whitehorse YT. Other Yukon communities and the Greater Fairbanks area have only CDMA service. There is no cell service along the trail in Alaska.

Internet access at checkpoints is sporadic. The Yukon Quest does not guarantee Internet access yet makes every effort to provide it. Where Internet access is available, the Yukon Quest website is a valuable tool for up-to-date information, including Race Results, Media Releases, photos and Musher Profiles.

Power supplies also are not guaranteed at any location. Only official race operations have access to power supplied by generator. Therefore, ensure your equipment is fully charged and carry extra batteries.

Media must bring their own equipment, including computers, cables, adapters and extension cords for all of their electronics. No equipment is provided by the Yukon Quest.

For more information, visit yukonquest.com

BACKGROUND

History of the Yukon Quest

In February 1983 at the Bull's Eye Saloon south of Fairbanks, Alaska, historian Roger Williams and musher Leroy Shank sketched out an idea for a rugged 1,000 mile sled dog race.

They envisioned a race independent of the demands of big media – with rules so tough that only mushing “purists” would participate.

They named it the “Yukon Quest” after the ‘old highway of the North’, the Yukon River. The route follows travel routes along the river and its tributaries from Fairbanks AK and Whitehorse YT. The term “Quest” comes from Lord Tennyson’s description of the Quest as an expedition of knights in ‘The Holy Grail’.

It would be a true test of human and canine endurance and commemorate the historical dependence for mutual survival of arctic humans and their sled dogs.

Williams and Shank went on to raise \$50,000 in prize money and stirred up an incredible 400 volunteers. In February 1984, 27 teams burst out of the start chute in Fairbanks in the first Yukon Quest International Sled Dog Race.

The Yukon Quest 1,000 Mile International Sled Dog Race is thankful to the mushers, handlers, countless volunteers, many sponsors and individuals who have made this historic race possible.

Mushing Commands

Come gee	U-turn to the right.
Come haw	U-turn to the left.
Easy	Slow the team. Good lead dogs will ease off their pace and some teams are trained so well that they will “walk” downhill.
Gee	Right turn.
Haw	Left turn.
Line out! or Stay out!	Commands lead dog(s) to pull the gangline straight from the sled. Used mostly while hooking and unhooking the dogs into the team.
Mush! or Hike!	Starts the team.
On-by! or Straight-ahead!	Continue forward. Directs the lead dog to NOT turn. Used when passing another team, obstacles or distractions such as rabbits.
Trail	Request for trail right-of-way. Used when passing another team.
Whoa	Stops the team.

Glossary of Mushing Terms

Alaskan Husky	A northern-type dog. Typically possesses good coat, feet, excellent appetite and a strong desire to pull
Booties	Sock-like footwear to protect a dog’s feet.

Brake	Heavy metal toothed device used to stop the sled. Musers step on the brake, digging the teeth into the hard-packed trail.
Chute	Well-defined takeoff area at the start line of a sled dog race, as well as at the finish line.
Dog in a basket	A dog being carried in the sled.
Double or tandem hitch	Dogs are connected to the gang-line in pairs.
Double or tandem leader	Two dogs who lead the team side by side.
Dropped dog	A dog that is removed from the race. Reasons for dropping a dog include loss of appetite, females entering heat cycle, minor injuries, or their talent is not required for the trail ahead. Dropped dogs are examined by Race Vets before being returned to the musher's handler.
Food drop	In preparation for a long-distance race, it is the day a couple of weeks before the race start when dog food, musher food, and supplies for the trail must be handed over to the race organization for distribution to the various checkpoints.
Gangline or towline	Main line that runs forward from the sled. Generally made of polyethylene or nylon. Dogs are connected to the gangline by tug and neck lines. Neck lines are optional, but must be carried at all times.
Lead dog or leader	Dogs that run in front, leading the team. Generally they are both intelligent and reliable. Musers typically have several dogs on the team that are capable of leading.
Malamute	A large, heavy northern breed of sled dog suited for pulling heavy loads, recognized by the American and Canadian Kennel Clubs.
Mandatory gear	Items mushers must carry at all times to comply with Race Rules. Mandatory Gear includes: sleeping bag, hand axe, snowshoes, dog food cooker, veterinary records, promotional materials, and eight booties for each dog. All mandatory gear is verified at every checkpoint. Musers may be penalized if they do not have all the mandatory gear.
Mat or pad	Device used to slow the sled, typically a piece of snow machine track dragged between the sled runners at the rear of the sled.
Neck-line	Short line used to connect the dog's collar to the gang line. Used to keep dogs from moving off to the side of the trail and/or interfering with dogs behind them. Some modern harness systems do not use necklines. While neck-lines must be carried by all Yukon Quest mushers, their use is optional unless required by the Race Marshal or Judges.
Overflow	Water running on top of the ice on a frozen river, lake or stream. A race hazard, sometimes referred to as glaciers once they freeze.
Pedaling	Pushing the sled with one foot while the other foot is on the runner.
Poling	Using cross-country ski poles to help push the sled forward.

Siberian Husky	Medium-sized northern dog breed recognized by the American and Canadian Kennel Clubs. Typically smaller and faster than Malamutes.
Side hill	A trail running parallel to the slope of the terrain, causing the sled to slide sideways downhill.
Sled bag	A bag lining the sled basket to keep the musher's gear from falling out or getting full of snow.
Snow hook or anchor	Heavy piece of metal, usually with sharpened spikes, attached to the sled by a line. It is buried in the snow to hold the team and sled for a short stop.
Stake-out line	A long cable or chain with shorter pieces of cable or chain extending with clips to attach to dog collars. Used to spread out a dog team during longer rest stops, such as Dawson City.
Swing or point dog	Dogs that run immediately behind the leaders.
Team dog	Any dog other than a lead, swing or wheel dog.
Toggles	Small pieces of ivory or wood, traditionally used by Inuit, to fasten tug lines to harnesses.
Tug line	The line that connects the dog's harness to the gangline transferring the power and energy of the dog to the sled.
Wheel dog	Dogs that pull immediately in front of the sled. They typically have a heavier load and are often the strongest dogs on the team. Good wheel dogs will assist the musher in navigating turns and side-hills.

FREQUENTLY ASKED QUESTIONS

How many dollars does the Yukon Quest Champion win?

In 2012, the winner will receive 18.93% of the \$150,000 USD purse: \$28,395.

Why is there a mandatory 36-hour layover in Dawson City?

Dawson City is the home of the Klondike Gold Rush. It is still famous for its unique northern hospitality and 1898-era buildings. The Yukon Quest pauses here for a good rest, just like the trappers, mail carriers and mushers did more than a century ago.

This halfway point is when the mushers catch up on their rest. On the trail the dogs have an approximately even run-rest schedule, while the mushers do not. Replenishing their energy during the mandatory Dawson City layover prepares the mushers for the second half of the race.

All the sled dogs receive at least one complete physical examination by the Yukon Quest Veterinary Team during the Dawson City layover to ensure they are ready to complete the race.

The 36-hour mandatory layover also gives the dog handlers a chance to work with and exercise their team's dogs—this is their only opportunity to do so during the entire race.

How long does the race take?

The winner and frontrunners in the Yukon Quest take approximately 10 days.

The record for the fastest time, set by Hans Gatt in 2010, is 9 days, 0 hours and 26 minutes.

Red Lantern runners and others at the back of the pack may take up to 16 days or more, depending on trail and weather conditions.

Why does the Race direction alternate each year?

This was the vision of the Yukon Quest founders, Roger Williams and Leroy Shank, who wanted the race to respect the true history of arctic mushing, which knew no borders. The trail followed the “old highways of the North” the Yukon River and its tributaries, which is divided between Alaska and the Yukon. Alternating the location of the Race Start gives mushers the experience of ‘coming and going’ to their destination and offers greater variety as each direction presents different challenges.

Where does the word “mushing” originate?

Mushing is a general term for any transport method powered by dogs and includes carting, pulka, scootering, sled dog racing, skijoring, freighting, and weight pulling. It implies the use of one or more dogs to pull a sled on snow. The term is thought to come from the French word *marche*, or “go”. It is the command to the team to commence pulling – Mush! Although this term is seldom used now, the sport retains the name.

Why is the Yukon Quest trail called historic?

The Yukon Quest Trail links together a series of shorter travel routes that were the only means of winter travel over a century ago. When Yukon Quest founders began looking for a route to follow between Fairbanks and Whitehorse, they resurrected many historic routes and combined them to cover 1,000 miles.

How does the Yukon Quest compare to the Iditarod?

Both races are about 1,000 miles.

GEOGRAPHY

The Yukon Quest trail is half in Canada’s Yukon and half in Alaska, USA.

The Iditarod trail is in Alaska.

LOCATION OF TRAIL

The Yukon Quest is inland and subject to severe winter weather of the northern interior.

The Iditarod runs inland to the coast and can endure severe coastal winds near the finish.

TERRAIN

The Yukon Quest Trail crosses four summits with significant elevation.

The Iditarod crosses over one mountain range.

NUMBER OF DOGS

A Yukon Quest team is made up of 8 to 14 dogs,

An Iditarod team can have 12 and 16 dogs.

NUMBER OF CHECKPOINTS

The Yukon Quest has 9 checkpoints. There are greater distances between checkpoints on average, so teams pull heavier loads (food, straw) on the sleds and camp along trail.

The Iditarod has 26 checkpoints.

TIME OF YEAR

The Yukon Quest begins in February.

The Iditarod begins in early March, meaning warmer temperatures and longer daylight.

TRAIL HISTORY:

The Yukon Quest Trail dates back to the 1870s to the Fortymile Gold Rush.

The Iditarod dates back to the 1925 Serum Run from Nenana to Nome.

NUMBER OF SLEDS ALLOWED:

Iditarod rules say competitors can replace sleds, to a maximum of three.

Yukon Quest rules permit only one sled to be used. That sled cannot be replaced without permission from the Race Marshal and rarely without a time penalty. Therefore, mushers tend to use heavier, robust sleds for the demanding trail conditions of the Quest.

Quick Facts

First musher to start the Yukon Quest	Pecos Humphries	1984
First American Yukon Quest Champion	Sonny Lindner	1984
First Canadian Yukon Quest Champion	Bruce Johnson,	1986
First European Yukon Quest Champion	Hans Gatt	2002
First Woman to cross the finish line	Lorinna Mitchell,	1984
Youngest Musher to enter the race	Jeninne Cathers	1989
First Father-Daughter Team	Ned and Jeninne Cathers	1989
First Husband-Wife Team	Linda and Will Forsberg	1990
First Mother-Daughter Team	Connie and Terri Friechs	1990
Fastest Winning Time	Hans Gatt 9 hours, 0 hours, 26 minutes	2010
Slowest Winning Time	Bruce Johnson 14 days, 9 hours, 17 minutes	1986
Longest Red Lantern Run	Ty Halvorson 20 days, 9 hours, 16 minutes	1988
Shortest Red Lantern Run	Blake Freking 12 days, 5 hours, 3 minutes	2005
First 2-time Champion	Charlie Boulding	1991 1993
First 3-time Champion	Hans Gatt (Hans won a fourth race in 2010)	2002 2003 2004
First 4-time Champion	Lance Mackey	2005 2006 2007 2008
Closest Finish	Sebastian Schnuelle and Hugh Neff 4 minutes apart	2009

Yukon Quest Champions

2011	Dallas Seavey	10 days, 12 hrs, 59 mins
2010	Hans Gatt	9 days, 0 hrs, 26 mins
2009	Sebastian Schnuelle	9 days, 23 hrs, 20 mins
2008	Lance Mackey	10 days, 12 hrs, 14 mins
2007	Lance Mackey	10 days, 2 hrs, 37 mins
2006	Lance Mackey	10 days, 7 hrs, 47 mins
2005	Lance Mackey	11 days, 0 hrs, 32 mins
2004	Hans Gatt	10 days, 17 hrs, 54 mins
2003	Hans Gatt	10 days, 16 hrs, 28 mins
2002	Hans Gatt	11 days, 4 hrs, 22 mins
2001	Tim Osmar	11 days, 13 hrs, 38 mins
2000	Aliy Zirkle	10 days, 22 hrs, 57 mins
1999	Ramy Brooks	11 days, 8 hrs, 27 mins
1998	Bruce Lee	11 days, 11 hrs, 27 mins
1997	Rick Mackey	12 days, 5 hrs, 55 mins
1996	John Schandelmeier	12 days, 16 hrs, 6 mins
1995	Frank Turner	10 days, 16 hrs, 20 mins
1994	Lavon Barve	10 days, 22 hrs, 44 mins
1993	Charlie Boulding	10 days, 19 hrs, 9 mins
1992	John Schandelmeier	11 days, 21 hrs, 40 mins
1991	Charlie Boulding	10 days, 21 hrs, 12 mins
1990	Vern Halter	11 days, 17 hrs, 9 mins
1989	Jeff King	11 days, 20 hrs, 51 mins
1988	David Monson	12 days, 5 hrs, 6 mins
1987	Bill Cotter	12 days, 4 hrs, 34 mins
1986	Bruce Johnson	14 days, 9 hrs, 17 mins
1985	Joe Runyan	11 days, 11 hrs, 55 mins
1984	Sonny Lindner	12 days, 0 hrs, 5 mins

Veterinarians' Choice Award

Presented to the musher who demonstrates the best overall dog care while remaining competitive throughout the race. Awarded by the Veterinary Team, it is a legacy for aspiring mushers to emulate in the humane treatment and care of their team.

2011	Dallas Seavey		2001	Frank Turner
2010	Joshua Cadzow		2000	Dave Olesen
2009	Michelle Phillips		1999	SeppHerman
2008	Lance Mackey		1998	Dave Olesen
2007	Sebastian Schnuelle		1997	Ned Cathers
2006	William Kleedeahn		1996	John Schandelmeier
2005	Gerry Willomitzer		1995	Don Hibbs
2004	Dave Dalton		1994	John Schandelmeier
2003	Dan Kaduce		1993	Jay Cadzow
2002	Bill Steyer		1992	Linda Forsberg

Dawson Award

Awarded to the first musher into Dawson City who then completes the race. The prize consists of 4 ounces of Klondike placer gold.

2011	Ken Anderson		2000	Jack Berry
2010	Hans Gatt		1999	RamyBrooks
2009	William Kleedeahn		1998	Andre Nadeau
2008	Lance Mackey		1997	John Schandelmeier
2007	Lance Mackey		1996	John Schandelmeier
2006	Lance Mackey		1995	Larry Smith
2005	Hugh Neff		1994	Kathy Swenson
2004	Hans Gatt		1993	Charlie Boulding
2003	Hans Gatt		1992	John Schandelmeier
2002	Peter Butteri		1987	Jeff King
2001	Tim Osmar			

Rookie of the Year Award

Presented to the highest placed Rookie finisher.

2011	Dallas Seavey	2001	JoranFreeman
2010	Joshua Cadzow	2000	CimSmith
2009	Martin Buser	1999	Carrie Farr
2008	Ken Anderson	1998	Andre Nadeau
2007	Aaron Burmeister	1997	KeizoFunatsu
2006	Richie Beattie	1996	Rick Mackey
2005	Lance Mackey	1995	Bill Stewart
2004	Zack Steer	1994	Lavon Barve
2003	Martin Massicotte	1993	Jay Cadzow
2002	Shannon Brockman	1992	John Peep

Challenge of the North Award

Presented to the musher who best exemplifies the “*Spirit of the Yukon Quest*”, a spirit that compels one to challenge the wilderness and win. Awarded by the Race Marshal and Judges.

2011	Kelley Griffin	2001	JoranFreeman
2010	JocelyneLeBlanc	2000	Hugh Neff
2009	Newton Marshall	1999	AliyZirkle
2008	Brent Sass	1998	Thomas Tetz
2007	Mike Jayne	1997	David O'Farrell
2006	Regina Wycoff	1996	Doug Harris
2005	William Kleedehn	1995	Larry Smith
2004	Marcel Marin	1994	CorGuimond
2003	Frank Turner	1993	Jeff Mann
2002	Wayne Hall	1992	Dave Sawatzky

Sportsmanship Award

Presented to the musher exhibiting the best sportsmanship along the trail.
The selection is made by fellow mushers.

2011	Brent Sass, Mike Ellis & Allen Moore	2000	Rusty Hagen
2010	Sonny Lindner	1999	Jack Berry
2009	Brent Sass	1998	Rusty Hagen
2008	Kelley Griffin	1997	John Schandelmeier
2007	Sebastian Schnuelle	1996	Mark May
2006	Wayne Hall	1995	Jay Cadzow
2005	Ed Hopkins	1994	John Barron
2004	Thomas Tetz	1993	John Gourley
2003	John Schandelmeier	1992	Tim Mowry
2002	Jim Hendrick	1986	Don Glassburn
2001	Cor Guimond	1985	Joe May

Red Lantern Award

Presented to the last official finisher.

2011	Hank DeBruin	1997	Raid Zielinski
2010	JocelyneLeBlanc	1996	Stan Nijootli
2009	Iris Wood Sutton	1995	Dieter Zimgibi
2008	Kyla Boivin	1994	Barry Emmett
2007	Bob McAlpin	1993	Jeff Currey
2006	Regina Wycoff	1992	George Cook III
2005	Blake Freking	1991	Beat Korner
2004	Tom Benson	1990	EsaEkdahl
2003	Paul Geoffrion	1989	Peter Butteri
2002	Wayne Hall	1988	Ty Halvorson
2001	Bruce Milne	1987	Allen Dennis
2000	Deborah Bicknell	1986	Michael Schwandt
1999	Peter Ledwidge	1985	Jim Bridges
1998	Brian O'Donoghue	1984	Shirley Liss

Golden Harness Award

Presented to the Champion lead dog(s).

2011	Guinness & Diesel (Dallas Seavey)	2001	(Tim Osmar)
2010	Stitch & Kinvig(Hans Gatt)	2000	Pedro (AliyZirkle)
2009	Inuk & Nemo (Sebastian Schnuelle)	1999	Pretty Boy (Ramy Brooks)
2008	Handsome & Rev (Lance Mackey)	1998	Clovis (Bruce Lee)
2007	Hobo Jim & Lippy (Lance Mackey)	1997	(Rick Mackey)
2006	Hobo Jim & Larry (Lance Mackey)	1996	Gin Gin (John Schandelmeier)
2005	Hobo Jim & Larry (Lance Mackey)	1995	Buck & Grizzly (Frank Turner)
2004	Havana & Felix (Hans Gatt)	1994	(Lavon Barve)
2003	Havana & Milos (Hans Gatt)	1993	(Charlie Boulding)
2002	Havana & Bonzo (Hans Gatt)	1992	Tess & Arrow (John Schandelmeier)

Silver Award

A new award in 2011, the Silver Award is presented to an astounding dog that performs a heroic act during the race.

2011	Silver (Brent Sass) for guiding two teams out of a blizzard on American Summit
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2011 Yukon Quest Race Results

Place	Prize	Musher	Total Time dd:hh:mm
1	\$28,395	Dallas Seavey	10:12:59
2	\$20,280	Sebastian Schnuelle	10:13:08
3	\$16,215	Ken Anderson	10:14:45
4	\$13,380	Brent Sass	10:19:11
5	\$11,760	Kelley Griffin	11:04:14
6	\$10,545	Allen Moore	11:07:35
7	\$8,925	Jodi Bailey	12:07:15
8	\$7,290	Mike Ellis	12:10:59
9	\$6,480	David Dalton	12:10:13
10	\$5,670	Tamara Rose	13:01:37
11	\$5,265	Kyla Durham	13:02:26
12	\$4,860	Jerry Joinson	13:03:34
13	\$4,050	Hank DeBruin	13:11:12