

Rules for the Yukon River August Race

These rules are based in part on the Yukon River Quest rules but are significantly different. Make sure you read the right rules for the race.

Preamble

The Yukon River August Race Canoe and Kayak Race is an unsupported wilderness paddling race down the Yukon River from Carmacks to Dawson. Teams should anticipate that they may spend many hours at a time out of sight of any other boat or living person. There is no road access to the river between Carmacks and Dawson other than at Minto. Teams should be aware that however good they are at paddling, things can and do go wrong: damaged shoulders, wrists, hands, exhaustion, hypothermia, or just getting cold and tired. Teams should be equipped so they are self-sufficient for at least three days, preferably four. Treat the race as a fast camping trip, for that is exactly what it is.

Teams should also be capable of immediate self-preservation. If you are alone on the river with no boats hours either way, and for whatever reason you find yourself in the water, it will be up to you and no one else to recover the situation. Anticipate the worst. If you have a sore shoulder or wrist and need to rest, you will camp until you have recovered. There is no safety cover on this race other than that afforded via the Spot or inReach devices. **The race organisers will not be monitoring for help messages or other signals from paddlers. It is up to each team's emergency contact person to take any action in response to any such event.**

Do not let overconfidence lead you to skimp on emergency gear.

General Race Procedure

Race Start

The official starting date of the Yukon River August Race will be Saturday August 14, 2021 at 12 noon.

The Race Marshal may make changes to these Rules with the approval of the Race Committee.

Entry Fee, Dates, Limits

The 2021 Yukon River August Race entry opens July 14.

Completion of the online registration complete with any required payment and online "signing" of the waiver will constitute the team's intent to enter the race and further acknowledges that each team member understands and agrees to comply with each and every rule as stated in this document. The Race Committee reserves the right to reject any entry. Entries are determined on a first come, first served basis. Entries close at midnight local time, August 13, 2021.

The maximum number of teams allowed to start the 2021 race is 50.

Waiting list

Once the maximum of 50 teams has been reached, a waiting list will be established, again on a first come, first served basis. To qualify for the waiting list, the official entry form must be completed, and a

\$15 non-refundable fee paid. If a team withdraws from the list of 50, the team at the top of the waiting list will be moved up to the entry list. The slot will be held open for no more than three (3) days after notification.

Entry fees

The entry fee for this race is \$50 Canadian per person.

Qualifying

At least one member from each team must have adventure racing and wilderness experience and be able to convince the directors that they are competent to enter this race.

Definition of Teams and Entry Categories/Classes

Team classes are defined as in the Yukon River Quest Rules

Age Limits (*same as Yukon River Quest*)

There shall be a minimum age limit of 15 years old for entrants. The minimum age limit for a solo entry is 19 years old, and at least half the members of a tandem or voyageur entry must be 19 years or older. Persons under the age of 18 must present a waiver of liability signed by a parent, or guardian, in addition to the waiver of liability signed by the entrant.

Substitution of Team Members

Each team member may be substituted, after entry has been accepted, up until the start of the race.

Withdrawal before Race

There will be no entry fee refunds if you withdraw from the race.

Course, Checkpoints and Mandatory Layovers

The Yukon River August Race covers approximately 400km of the Yukon River through remote Northern wilderness areas. Teams should be prepared for travel through this type of area. Bear and moose encounters are possible, necessary precautions should be taken.

There are no checkpoints other than the start and finish. However, all teams are required to camp during hours of darkness.

All boats must carry a Spot or inReach device and must send a Check in message every evening and at least eight hours later *from the same location*. Teams must be off the river between 11:15pm and 6am. This means that without extending your eight hour required stop, you have 1:15 hours of flexibility in finding a camp site. For instance you can stop from 10pm to 6am, or 11:15 to 7:15am, or any eight hour period starting between 10pm and 11:15pm. You may stop earlier or leave later, but that eats into race time. Evening check-ins which are late or morning check-ins which are early will result in a penalty of up to four times the infraction. A missing check in message may result in a disqualification. During the day teams are required to use tracking mode on their Spot or inReach device.

Race Officials and Team Captains (*same as YRQ rules*)

(See this section in the Yukon River Quest rules)

Pre-Race Inspections and Meetings

It is mandatory for all team members to attend the registration, pre-race inspection and competitors meeting in Whitehorse at a time and place to be decided.

Awards and Prize Money

There will be no prize money in this race. Finishers will receive a certificate and YRQ finisher's pin.

Canoe and Kayak Specifications

(See this section in the Yukon River Quest rules)

Claims

Each team member agrees to hold the Race Committee, the race sponsor(s) and other contributors (that is, sponsors and contributors to the race and the Race Committee, as distinguished from the sponsors of individuals or teams) harmless from any claim or demand based on any alleged action or inaction by the team member, their agents, employees and volunteers from any claim or demand resulting from injury to the team member or his/her property. Further, the Race Committee has the unqualified and unrestricted authority to permit the race sponsor(s) to photograph and otherwise collect information for advertising, public relations, or other publicity purposes.

Protest Form

(see Yukon River Quest Rules)

River Procedure

The arrangement of boats at the start will depend on the number of boats and the river conditions at the time.

Mandatory Equipment

See the Yukon River Quest rules for mandatory equipment.

Note, however, that rather than carrying tents, sleeping bags, and food as emergency equipment you are expecting to camp. Provision accordingly.

Teams in Distress

Any team witnessing another team in obvious distress is compelled to render all assistance appropriate. Failure to offer assistance in an emergency situation will result in a lifetime disqualification from Yukon River Quest and any associated races

A team requiring rescue should use their Spot or inReach device to send a Help or 911 message. The race organisers may relay Help messages on to the team's emergency contact, but that should not be relied upon. That is the limit of the race organizers involvement in rescues.

Team Support

No planned help is allowed throughout the race. Pace boats (i.e. crafts paddled or powered that follow or lead a team for the purpose of keeping speed up, offering support, sustenance, conveying water food or supplies) are prohibited. Teams should carry enough food to sustain them throughout this wilderness race. Breaches of this rule will result in disqualification. No team may accept help that is not equally available to all teams. Unplanned assistance from other competitors (Good Samaritan actions) are allowed. If there is a suspicion that help is planned, then teams may be penalized.

Alcohol and Drugs

(see Yukon River Quest rules)

Interference

Intentional interference with another team's progress, whether on or off the water, will result in disqualification. Any unsportsmanlike behaviour should be reported to the Race Marshal and may result in a penalty.

No Littering. No Removal of Artefacts

Litter of any kind along the river and its banks will not be tolerated. This includes the dropping of extra food at any point along the river. Teams must practice 'no-trace' camping at all points along the river. Teams shown to have littered at any point along the route will be disqualified. Removal of, or interference with, any artefacts will result in disqualification.

Statutory Compliance

In addition to these rules, the rules and laws applying to any historic sites or properties along the race route govern competitors. Any team member who violates a territorial, national or international law while in the race may be disqualified if convicted. Teams may not carry firearms while competing in the race.

Withdrawal from the Race

Once the race is underway, withdrawal from the race is difficult other than at Tatchun Creek or Minto. If you pull out either of these location (or otherwise), inform the race organisers by inReach message and phone or in person as soon as possible.

The race does not provide safety boat support or any rescue service. If a team needs emergency rescue from the river, the cost will be borne by that team.

Finish Line Procedures in Dawson City

A team finishes the race when it passes the race finish flag just past the pagoda in Dawson (Before the tatty old mustard yellow building). The pull-out point is at the dock about 100 metres past the flag on the river right. Be careful here: you have to go past the dock and pull in from downstream.

The event officially ends at 7pm on Monday August 16th2021. After this time, the race organisers will no longer be responsible for tracking teams.