



YUKON RIVER QUEST

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Rules for 2022

PREAMBLE

The Yukon River Quest has a rich heritage dating back to the centennials of the 1897-1899 Klondike Gold Rush. Known as “The Race to the Midnight Sun,” it is run at a time of year when the northern sky does not get dark, allowing paddlers the unique experience of being on the river 24 hours a day. The journey takes paddlers through the traditional territories of five Yukon First Nations, who used the river for thousands of years before the gold rush stampeders came into the country and changed the land forever. The river, however, is much the same as it was when traditional First Nation canoes and later sternwheelers plied it in previous centuries. It is a wild river that draws people from around the world.

The Yukon River Quest is not your typical adventure trip down the river. It is a **wilderness paddling race**. Paddlers should anticipate that they may spend many hours at a time out of sight of any other boat or living person. The Yukon River has very few road access points, and very few people live along its banks. Teams should be aware that however good they are at paddling, things can and do go wrong: damaged shoulders, overused wrists, blistered hands, exhaustion, cooler temperatures and rain-induced hypothermia, heat-promoted hyperthermia, or just getting tired. **Teams should be equipped so they are self-sufficient for a couple of days if necessary.**

Paddlers should also be capable of immediate self-preservation. If you are alone on the river with no boats an hour 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 need to keep warm. That means a sleeping bag and shelter, preferably some hot soup. It may seem like a lot of extra weight that won't be used, but it can make the difference between being able to continue the race and becoming a rescue-off-the-river scratch. **Do not let overconfidence lead you to skimp on emergency gear.**

Hypothermia is by far the main reason that teams scratch and have to be rescued off the river. You may need two sets of spare clothes if it rains continuously. Put on warm clothes before you feel cold, especially a head warming toque and hand warming gloves. If you get shivery cold and can't paddle through it, stop, get out of the wind and rain, put on dry clothes, get into your sleeping bag and tent and make yourself a hot drink. If that is not enough to get you warm, fill a water bottle with hot water and put it inside your clothes. Warm up your core before worrying about cold hands and feet. A small backpacking stove weighs little and can save your race; that's why it's in your required gear list. Several monitor points and more formal checkpoints are spread out along the race route to help you as well (see rule 28 for locations and what to expect). They will usually have a fire going and hot water. Take advantage of them if you get cold and cannot help yourself. Losing even a few hours getting warmed up will not disqualify you. Do not be an off the river rescue statistic. **We want you to finish!**

The race language is English and some proficiency is expected.

These rules may change depending on what Covid or other restrictions are in place at the time.

General Race Procedure

1. Race Structure

The 2022 Yukon River Quest will be run with two groups of boats starting 3 hours apart. Teams will be seeded into the first or second group based on their past performance in the Yukon River Quest, their performance in other races, and our evaluation of the teams. The group that starts first will be composed of the teams we expect will be a bit slower, the teams whose intent is to finish the race and challenge themselves rather than win. The second group will be the faster teams. If seeded correctly the fast group will start overtaking the slower group at the north end of Lake Laberge. This gives the fast boats a succession of targets to overtake, and gives the back of the pack a lot of implied safety cover.

2. Race Start

The first group of teams will start at 9:00 am Whitehorse Time. The second group will start at 12:00 (noon). The official starting line will be by the gazebo in Rotary Peace Park in Whitehorse, Yukon, unless otherwise designated by Yukon River Marathon Paddling Association (herein after referred to as YRMPA). Paddlers will run to their boats positioned on the riverbank. Positions are detailed in the final paddler briefings on June 21 (including whether some teams will have to run through water to get to their boats), and all teams must enter the water from their designated positions (see Rule 16).

If 2022 is a low water year with plenty of beach space available the race may have a single start at noon. The Race Marshal may make changes to this rule with approval from the YRMPA Board of Directors.

3. Entry Dates, Limits & Waiting Lists - Fees & Evacuation Deposit

2022 Yukon River Quest entry opens at 14:00 [2:00 PM] Whitehorse Time on Nov. 1, 2021 for Voyager and C4 teams, 14:00 on Nov 8 for tandem teams, and November 15 for solo teams.

Completion of the official online entry form, waivers and completed team member biographies 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. ***Solo paddlers who have not completed the YRQ must race tandem or voyageur or must convince the YRQ Technical Committee that they have sufficient marathon racing or wilderness paddling experience. Solo racers must be able to self-rescue. Solo racers must provide a satisfactory paddling resume prior to registration. YRMPA reserves the right to reject any entry. Entries must be registered online and will close at 23:59 [11:59 p.m.] Pacific Daylight Time on June 1. Entries received after May 15 may not be listed on pre-race publicity materials.***

Team Registration – To register, the team captain must complete the online application form by: selecting a team name, declaring a boat class and number of paddlers, completing contact information, paying the entry fee, and accepting the waiver. With the continuing uncertainty over Covid and travel, You will only pay the waitlist fee of \$50. For the first 150 teams this secures a spot in the race. Teams will be asked to pay in full on March 15 2022 assuming that the Covid situation is largely behind us at that point. ***Teams will not be registered or appear in the Team Bios on the website until is the \$50 fee***

is paid. Teams are not assigned numbers until they are paid in full. The waiver will be emailed to each team member who must acknowledge that they have read and accepted it. The captain is then responsible for making sure other parts of the form are completed, including registering a tracking device, and that each member of the team completes their section online. To ensure official registration, all information must be submitted as soon as possible after the team captain registers.

Teams must use their Tracking Device and appear on the race tracker web page prior to May 15 or within 7 days of registering, whichever is later. Incomplete registrations may not be entered in the race.

Teams must have shore support at Carmacks and Minto. These may be shared between teams. Support-for-hire at Carmacks will **not** be available as it has in recent years.

Substitution of team members will be done at no extra cost. **NOTE:** Any substitution of team members after June 1 will not be guaranteed their correct shirt size and their name may not appear on the official Leaderboard, but every effort will be made to accommodate them. Any **addition of team members** must be done and paid for by 11:59 p.m. on June 1. **Team numbers will be finalised shortly after June 1.** *Each entrant shall sign any and all documents or promotional material requested by YRMPA prior to, or at, the mandatory pre-race competitors' meeting. Failure to comply will result in disqualification.*

Limited Entries / Waiting List

The maximum number of teams allowed to start the race is 150. There also are limits to the following classes:

- 20 maximum Voyageur canoes of six or more paddlers
- 75 maximum solo vessels (C1, K1, SUP).

If your class (voyageur or solo) is full or if the race is full, you will not be able to enter, but you can put yourself on the wait list by paying a \$50 non-refundable fee. This fee counts towards their entry fee if they eventually enter.

If the race is not full, but your class is full and team of that class drops out and you are at the head of the waitlist for that class, you will be sent an invitation allowing you to enter.

Once the race is full, having a team drop out will allow a team to be invited. Teams are invited as follows:

- The team that paid their waitlist fee earliest will be invited unless they are in a class that is still full. In that case the next team on the waitlist is selected and the earliest registered eligible team will be invited. No preference is given to one class over another.
- If a team declines their invitation or fails to pay in full within 5 days, the next eligible team on the list will be issued an invitation. The team that failed to take up the offer will be sidelined and will not receive further offers unless they contact us to have their queue position reactivated. If that happens, they retain their original position in the queue.

Entry fees – The Yukon River Quest entry fee ***must be paid online by credit card or Interac*** by the team captain. The entry fees for the race are (including online registration fee) is \$400 per boat plus \$400 per person. This amounts to

- **\$800.00** Canadian Dollars per solo kayak or solo canoe or SUP team
- **\$1200.00** Canadian Dollars per tandem canoe or tandem kayak team
- **\$2000.00** Canadian Dollars per C4 canoe team (4 per team)
- **\$2800.00** Canadian Dollars for a 6 person voyageur, **\$3600** for an 8 person voyageur.

Evacuation/Tracking Deposit Collected at Final Registration - An additional refundable deposit of \$500 per solo and tandem team and of \$1,000 per voyageur team and C4 team *will be collected from the team captain at final registration in Whitehorse*. This deposit will be held in the event a team and its gear have to be evacuated by safety boat. *This payment must be made by cash, or credit card*. The deposit will be held by the race until the completion of the event. If a team or its gear is not evacuated, then the deposit will be returned to the team captain. The deposit also will be held if a team fails to return a tracking device assigned to them by YRQ race officials for tracking.

4. Definition of Teams and Entry Classes/ Divisions.

Each team must be registered in one of the following boat classes:

- **A solo canoe or solo kayak or SUP (Stand Up Paddleboard) team entry** is a paddler who will travel down the river in or on the same craft. The solo classes are divided into men's and women's divisions.
- **A tandem canoe or tandem kayak team entry** consists of two members who will travel together down the river in the same craft. This class is divided into men's, women's, and mixed divisions.
- **A C4 canoe team entry** consists of 4 people who travel together down the river in the same craft. The C4 class is divided into open (predominantly men), women's, and mixed divisions
- **A voyageur canoe team entry** consists of 6 or more people who travel together downriver in the same craft. The voyageur class is divided into open (predominantly men), women's and mixed divisions.

At least one-third of the members of a mixed team must be women, or the boat will be entered in the open division.

The paddlers on each team who start the race in a boat must finish in that boat for that team to be eligible for prize money. Voyageur or C4 teams that drop paddlers, for whatever reason, or tandem teams that drop a paddler and continue on with another paddler, may receive unofficial times and finisher pins. Each team described above is to be entirely self-sufficient except at the Carmacks and Minto checkpoints. Refer to Rule 12 for boat specs/class divisions and Rule 11 for prize money.

5. Age Limits

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, C4 or voyageur entry must be 19 years or older. Any waiver accepted online is assumed to be accepted by a responsible adult acting on behalf of any underage team members.

6. Substitution of Team Members

Each team member may be substituted, after entry has been accepted, up until the day before the start

of the race. **No team may replace all their members. That is effectively a withdrawal, requiring a new entry, and will be treated as such.** Final date for race substitutions: Tuesday, June 23 at final registration. After June 1, changes may not be reflected on the leaderboard.

7. Cancellations / Withdrawal before the Race

Teams withdrawing from the race will have a portion of their entry fee refunded as defined in the following table.

Refund	Cutoff
50%	End of March
40%	End of April
30%	5 weeks before Race Start
20%	4 weeks before Race Start

8. Course, Checkpoints and Mandatory Layovers

The Yukon River Quest covers approximately 715 km (444 miles) of the Yukon River through remote Northern wilderness areas from Whitehorse to Dawson City, Yukon. Teams are required to have a river map and should be prepared for travel through this type of area. Bear and moose encounters are possible; necessary precautions should be taken. There are 6 official race checkpoints including Dawson City. **Times are collected at race checkpoints only.** See Rule 28 for checkpoint procedures.

- CP1 – Policeman’s Point Checkpoint - verbal
 - CP2 – Lower Laberge Checkpoint – verbal
 - CP3 – Carmacks Checkpoint – **layover**
 - CP4 – Minto Checkpoint – **layover**
 - CP5 – Thistle Creek Checkpoint – verbal
- FINISH LINE [CP6] - Dawson City – (see rule 31 for Finish Line procedures)

Teams are required to rest at Carmacks or Minto, a minimum of 10 hours rest.

There also are monitor points along the race route for monitoring your safety and progress (see rule 28).

9. Race Officials and Team Captains

The intent of the rules will guide the Race Marshal and Race Judges in their decisions.

Race Marshal: The Race Marshal is in charge of all aspects of the race from the pre-race competitors meeting to the awards presentation. The Race Marshal has discretion to make decisions about race procedure and rules. The Race Marshal may penalise teams, including disqualification. The Race Marshal may be advised by Race Judges. A decision of the Race Marshal may only be contested by filing a Protest statement, see Rule 15.

Deputy Race Marshal: The Deputy Race Marshal assists the Race Marshal and may act on their behalf if they are unavailable.

Race Judge: a Race Judge may be a YRMPA Board Member, former racer or other person the Race Marshal has requested assistance from. They provide advice to the Race Marshal and assist in making decisions.

Race Committee: the Race Committee will be made of two Race Judges and the Race Marshal. The Race Committee will meet to settle disputes and make decisions on Protests (see Rule15).

Team Captain: the Team Captain is responsible for communicating with the Race Marshal, including filing any Rule Violation Form, Protest statement or Response statement. The Team Captain must inform the race of any Withdrawal of their team from the race.

10. Pre-Race Inspections and Meetings

IT IS MANDATORY for team members to attend the FINAL REGISTRATION to receive RACER PACKAGES, bibs, and BOAT DECALS, PRE-RACE BOAT INSPECTIONS, and COMPETITORS MEETINGS in Whitehorse. Final Registration will be available from 09:00 to 17:00 Saturday - Monday, June 18-20. The meetings for Competitors and support crews will be on Tuesday June 21. ALL participants must bring documentation to prove they have adequate medical insurance for a medical evacuation. This includes local racers who must bring their Health Care Cards. Paddlers and support crew must also present proof of Covid vaccination. Failure to attend will result disqualification at the discretion of the Race Marshal. Schedule will be posted on the website.

11. Awards & Prize Money

Based on 150 teams registered. Prize money will be adjusted up or down by a percentage point if fewer or more than 150 teams are counted on the June 1 paid registration deadline.

TOTAL PRIZE MONEY: \$64,245

Tandem Classes	Men's C2	Women's C2	Mixed C2	Men's K2	Women's K2	Mixed K2
1st	\$1500	\$1500	\$1500	\$1500	\$1500	\$1500
2nd	\$705	\$705	\$705	\$705	\$705	\$705
3rd	\$360	\$360	\$360	\$360	\$360	\$360
Solo Classes	Men's C1	Women's C1	Men's K1	Women's K1	Men's SUP	Women's SUP
1st	\$787.50	\$787.50	\$787.50	\$787.50	\$787.50	\$787.50
2nd	\$390	\$390	\$390	\$390	\$390	\$390
3rd	\$195	\$195	\$195	\$195	\$195	\$195
Big Boat Classes	Open Voyageur	Women's Voyageur	Mixed Voyageur	Open C4	Women's C4	Mixed C4
1st	\$2700	\$2700	\$2700	\$1800	\$1800	\$1800
2nd	\$1350	\$1350	\$1350	\$900	\$900	\$900
3rd	\$675	\$675	\$675	\$450	\$450	\$450

Teams must beat another in its class above (C2, K2, C1, K1, SUP, VC, C4) to receive prize money. Bonus prize money of \$400 will be added if a team breaks a record in its class. In addition, bonus prize money will be awarded below, regardless of class:

Top All-Yukon Men's/Open Team	Top All-Yukon Women's Team	Top All-Yukon Mixed Team	Top All Indigenous Team	Top All-Senior Team (age 55+)	Top All-Young Adult Team (age 19-24)
\$600	\$600	\$600	\$600	\$600	\$600

Top 10 Overall Bonus Prize Money			
1st	\$3000	6th	\$982.50
2nd	\$2400	7th	\$787.50
3rd	\$1920	8th	\$630
4th	\$1537.50	9th	\$502.50
5th	\$1230	10th	\$405

PRIZE MONEY ELIGIBILITY – To be eligible for prize money, a team must a team must beat a team in its class that started the race and either come first in its class or finish in a time no greater than 25% longer than the class winner took. For instance, if the 1st place women's K2 took 46:32:24, then to be eligible for a prize 2nd and 3rd women's K2s must finish within a time of 46:32:24 + 11:38:05 = 58:10:30. Or if the overall fastest voyageur finished in 39:30:23, other voyageurs must finish in less than 39:30:23 + 9:52:35 = 49:22:58.

SPECIAL AWARDS – The **fastest team overall will receive free entry in the following year's race** (captain should keep team intact from 2019 race – if there must be a partner change, the new partner must pay his/her portion of 2022 entry fee). Their names also will be added to the permanent YRQ trophy. There may be Sponsor Awards for **Top Solo Male and Female Kayaks, SUPs, and Solo Canoes, Youngest Paddler, Oldest Paddler, Top Yukoners, Spirit of the Yukon, and the "Red Stove" award to the next to last team to finish before the cut-off time.** Others may be added by YRMPA.

FINISHER PINS – Each team member who finishes the race receives an official Finisher Pin at the Awards Presentation.

12. Vessel Specifications

The specifications below allow canoes, kayaks, stand up paddleboards (SUP), C4 canoes, and voyageur canoes capable of carrying the safety gear necessary for this wilderness race. *Boats not meeting the specifications below will be disqualified.* All tandem/solo canoes/kayaks (other than sit-on-top kayaks) must be equipped with a full coverage spray deck/skirt with snaps or tie downs. C4 canoes must have a sprayskirt around the bow paddler, though full coverage is recommended. All boats must be powered and steered solely by human muscle power. Use of an illegal steering or propulsion device, including sails, will result in disqualification. No boat may be equipped with oarlocks, row-lock, tholepin, or outriggers. Vessel types must be recorded on your application All vessels will be measured at the registration, and inspected again on the morning of the start. **Please do not bring a vessel to this race unless you are ABSOLUTELY sure it fits within the YRQ specifications listed below. Refer to the "How**

to Measure” section on the FAQ page. **Email us at info@yukonriverquest.com if you have questions.**

a. TANDEM CANOE SPECIFICATIONS

The tandem canoe (C2) class allows a range of vessels from stock recreational touring and wilderness tripping canoes to longer standard class canoes, including some models with concave lines. USCA cruisers are not allowed. Each canoe must start the race with an approved, full coverage spray deck. Canoes must be paddled with the use of single blade paddles only. No rudders or skegs.

- Tandem Canoe Max. Length - 18 feet, 6 inches, stem to stern
- Tandem Canoe Min. Width (stock) - 32 inches, widest point midship at the 4-inch water line*
- Tandem Canoe Min. Width (concave) – 33.5 inches, widest point midship at the 4-inch water line*
- Tandem Canoe Centre Gunnel Min. height: 12 in.
- Tandem Canoe Min. Height at Bow: 16”
- Tandem Canoe Min. Height at Stern: 16”

* C2s whose gunnels are concave outwards at any point along the boat must be 33.5 inches wide at the 4-inch water line at the widest point. Other C2s must be at least 32 inches wide at the 4-inch water line at the widest point. This rule allows: “stock” canoes such as the Clipper and Wenonah Jensen 18 models; “standard” canoes such as the Clipper Whitewater II and Wenonah Minnesota II models; and “concave” canoes such as the Wenonah SCR, and the Savage River Susquehanna and Blackhawk models.

b. SOLO CANOE SPECIFICATIONS

The solo canoe (C1) class allows a range of vessels from half-decked Kruger-style touring and wilderness tripping canoes to performance touring canoes. Each canoe must start the race with an approved, full coverage spray skirt/deck. Canoes in the solo class **may** have a rudder. Solo Canoes must be paddled with the use of single blade paddles only.

- Solo Canoe Maximum 4” waterline length-width ratio: 9.7
- The canoe must flare to the 6” waterline for at least 2 meters (6’6”) *in cumulative length over all sections of the hull.*

c. KAYAK SPECIFICATIONS

This race is for recreation or expedition-style kayaks only. *Sit-on-top kayaks are allowed.* Kayaks must have adequate internal storage compartment(s) for all the gear required for this race. Kayaks must have fore and aft water tight storage compartments or flotation chambers. Kayaks must be paddled with the use of double-blade paddles only.

The Yukon River Quest has adopted its own length-width ratio for determining the suitability of kayaks for this race. The simple length to width ratio is determined by dividing the total length of the kayak at the 4-inch waterline (not including rudder) by the mid-ship width at the 4-inch waterline. Do not rely on other published ratios. In addition, there is a minimum overall width. **Measure according to directions in the “How to Measure” section of the FAQs.**

Solo Kayak

- Maximum 4" waterline length-width ratio: 10.8
- Minimum overall width at the widest point: 20"

Tandem Kayak

- Maximum 4" waterline length-width ratio: 10.2
- Minimum overall width at the widest point: 26"

d. SUP SPECIFICATIONS

Specifications for SUPs are as listed below:

- A. Maximum board length: 4.27 m [14 feet].
- B. Minimum board width: 60.96 cm [24 inches].
- C. Fins or daggers are allowed. Foils are not allowed.
- D. Quick release tether on waist belt to be worn at all times.
- E. Quick release tether will serve as Tow Line.
- F. Single blade paddles only.
- G. All equipment to be fastened securely to board.
- H. All mandatory gear is required (see rule 17, note exceptions for SUPs).

e. C4 CANOE CLASS SPECIFICATIONS

New as of 2017, C4 canoes with teams of 4 paddlers are now allowed based on the following specifications. All canoes in this class must be paddled with the use of single bladed canoe paddles only. Specific hull measurements:

- A. Maximum length of 23'1". Minimum weight 55 pounds from the manufacturer.
- B. The boat must be specifically built by the manufacturer to accommodate 4 paddlers.
- C. Minimum width at the centre line, at the 4" waterline, is 33", at both the gunwales and 4" waterline.
- D. Minimum width at the 4" waterline – 4 feet in from the bow is 16", 4 feet from the stern is 17"
- E. There is no concavity in the longitudinal axis of the hull and no concave lines in the cross section (side to side)
- F. Minimum depths from the manufacturer: Bow= 20", Centre= 13.5", Stern= 17"
- G. No hard-line transitions in the hull of the boat. Curve of chine must be equal to at least the radius of a softball.
- H. Maximum tumblehome of 2" per side.

f. VOYAGEUR CANOE CLASS SPECIFICATIONS (6 or more paddlers)

The voyageur canoe class celebrates First Nations and Canadian heritage. Teams of 6 or more are allowed based on the following specifications. All canoes in this class must be paddled with the use of single bladed canoe paddles only:

- Overall length allowed: 24 – 42 feet
- Minimum widths measured at the 6-inch waterline (for boats of lengths below):
 - Boat length: 24-28 feet 6" waterline width: 36.25"

- Boat length: 28-34 feet 6" waterline width: 44"
 - Boat length: 34-42 feet 6" waterline width: 48"
- Minimum depth at gunnels: 18 inches

BOAT SUBSTITUTION

Substitution with an illegal vessel at any point along the route will result in disqualification. On prior approval of the Race Marshal, a damaged vessel may be replaced with another of the same class, with a time penalty of two (2) hours.

13. Claims

Each team member agrees to hold YRMPA, the race sponsor(s) and other contributors (that is, sponsors and contributors to the race and YRMPA, 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 resulting from injury to the team member or his/her property. Further, YRMPA 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.

14. Failure to Comply

All decisions by the Race Marshal shall be complied with. Failure of a team member to comply with the Rules of General Race and River Procedure may result in disqualification or penalty as decided by the Race Marshal. A Team may only dispute a decision of the Race Marshal by filing a Protest statement.

15. Rule Violations and Protests

Rule Violations: All racers are required to report all suspected violations of the Rules to the Race Marshal or Deputy Race Marshal at the earliest possible opportunity. Rules Violation Forms will be available at Checkpoints and can be submitted to a race volunteer to take to the Race Marshal or Deputy Race Marshal.

Protest: A Team wishing to contest a decision or action of the Race Marshal or race process, or make a complaint about the conduct of another team, must provide a written Protest statement with \$50.00 cash within an hour of the official end of the race.

The Protest statement should contain as much detail as possible, must be signed by the Team Captain and submitted to the Race Marshal, Deputy Race Marshal or a Race Judge. There is no set form for a Protest statement, but it should contain the name of the team, date, time and place of the events, description of what happened and names of any people involved, if known.

The Race Marshal will provide the Protest statement to the Race Committee, who may:

- dismiss it and inform the Team Captain who submitted the Protest statement, or
- consider the Protest further.

If an allegation against another team is not dismissed, that Team Captain will be provided a copy of the Protest statement. The Team Captain may provide a written Response statement to the Race Marshal within 2 hours of being provided the statement or 1 hour after the official end of the race, whichever is earlier.

The Race Committee may then, in considering the matter:

- review the Protest and Response statements,
- interview witnesses,
- review photos or videos, and
- consider any other available information.

After concluding their consideration, the Committee may:

- dismiss the Protest,
- determine there was a rule infraction,
- issue penalties to a team or team member,
- disqualify a team or team member,
- ban a team or team member from competing in future races,
- make a statement on behalf of the race, or
- take any other action necessary to address the matter.

A decision of the Race Committee is final.

River Procedures

16. Common Start/Late Start

Teams will leave the starting line en masse in a 'LeMans' style start at Rotary Park and run/walk approximately 300 metres to their canoes and kayaks on the riverbank where their boat will be waiting in its designated position. One support person per team may assist in pushing off the boat from the team's designated starting position. If the support person or team member[s] are seen moving the boat from its starting position, then a one-hour penalty shall be imposed by the Race Marshal. Any team starting late that is not on the water within half an hour of the start will be considered a no show, and the team will be disqualified. See section 2 for more details.

17. Mandatory Equipment

Mandatory Equipment is listed in Appendix 1. ***Mandatory equipment must be carried the entire length of the race course.*** Not carrying this equipment will result in disqualification. If any of these items are used up or lost due to unforeseen events, they may be replaced by support crews at the Carmacks and Minto checkpoints. **This list will be checked again at Carmacks and Dawson, and missing items may result in a penalty imposed by the Race Marshal.**

a) Paddles:

- i. Each canoe, C4, and SUP must start the race with a single-bladed paddle for each person in the vessel and a spare single-bladed paddle.
- ii. Each kayak must start with a double-bladed kayak paddle per person and a spare

- double-bladed kayak paddle in the vessel.
 - iii. Voyageur canoes must have one single-bladed canoe paddle per person and two extra single-bladed paddles in the vessel.
- b) Each vessel must have a towline attached to the vessel and accessible to hand:
 - i. All voyageur canoes are to have a 40-foot buoyant towline at bow and stern.
 - ii. All other boats are to have a 20-foot buoyant line at one end and a 40-foot buoyant towline at the other end (latter may be your buoyant heaving line if it is to hand and throwable (eg has a throw bag or monkey-fist at the free end))(see h).
 - iii. SUP tether is the paddler's tow line.
- c) **Approved PFD:** Each team member must carry a Canadian Department of Transport, Canadian Coast Guard, Fisheries and Oceans Canada, or U.S. Coast Guard Class Personal Flotation Device [PFD]. This must be worn at all times when on the river or water [eg: swimming]. **Self-inflatable PFDs are not allowed.** A PFD that appears to be more than five years old or which has been subjected to heavy use may not offer the user the protection envisaged when new and is likely to be rejected at inspection. PFDs that have been tampered with or modified in any way that affects its fundamental integrity, such as being cut, slit, or torn will be rejected. PFDs passed for use must display conformance to standards via a label attached at the time of manufacture by its maker. The PFD presented for and passed at inspection at Whitehorse is the only one that may be worn throughout the duration of the race. Any competitor found either not wearing it or who has replaced it with an inferior or non-compliant version at any point will be disqualified. Racers from other than the USA or Canada may use PFDs that provide a minimum of 50 Newtons of inherent buoyancy and should conform to one of the following European or international standards: EN393, EN395, ISO12402-5, or ISO12402-6 and be appropriately labeled.
- d) The following items must be attached or in a pocket of each PFD: whistle, emergency space bivysack (eg Coghlan's Emergency Bag, <https://www.coghlan.com/products/emergency-bag-9815>), fire starter, waterproof matches/lighter.
- e) Full coverage spray skirt/deck with snaps, tie downs, or strong velcro are required for solo and tandem canoes and kayaks while traveling on the river from **Whitehorse to Lower Laberge** and **Carmacks to Rink Rapids**. C4 canoes, at a minimum, are required to have a spray skirt/deck around the bow paddler, **but full coverage is strongly recommended**. Non-compliance will result in disqualification. This does not apply to sit on top kayaks.
- f) For voyageur canoes, it is recommended they have a full coverage spray deck, but it is not required. However, those voyageurs without a spray deck will be required to have an internal flotation device.
- g) A buoyant heaving line of > 15 m (45') in length and > 6 mm at least (1/4") diameter, accessible to hand *and throwable*. **This may be used as your tow line (see b).**
- h) Food and fluids to sustain each team member throughout the course of the race.
- i) One Bailer (bucket or pump) – not required for SUPs.
- j) River Map (available for purchase in Whitehorse or from yukonbooks.com). It is strongly recommended that these be copied onto waterproof paper or laminated.
- k) Race Bibs to be issued by YRMPA and signed by racers at final registration in Whitehorse [one of each separate bib to be turned in], and Race Decals showing team numbers applied to either side of bow except where the shape of the vessel necessitates a more visible placement on the stern or top of boat.
- l) Basic First Aid Kit (see link under Rules & Prep on website).
- m) One sleeping bag per person rated to -5C.
- n) Free-standing tent(s) to shelter all members of a team.

- o) Watertight flashlight or navigation light for night travel and signalling (required by Transport Canada) – Petzel-type LED either mounted on front of boat or in use as a headlamp on a solo kayaker or bow paddler of a tandem or voyageur team. Teams are required to turn on the light between dusk and dawn (midnight to 4 a.m.) and have adequate battery power for eight or more hours.
- p) 2 extra layers of warm clothing contained in a dry bag.
- q) Backpack stove and fuel with a pot capable of boiling 16 oz. of water.
- r) A robust zip-seal bag per person to transport used toilet paper to Carmacks / Minto / Dawson for disposal.
- s) Sunscreen
- t) Rain gear (tops and bottoms) for each team member.
- u) **Tracking and messaging device (SPOT X or InReach) activated for tracking and properly mounted on boat deck face up.**

A team may be assigned a Tracking device by race officials during the race **if** something happens to their device. If a team captain is provided a YRQ-owned Tracking Device, then he/she must attach the device to his/her boat deck face up. **At the end of the race, the Tracking Device must be returned to race officials or the evacuation deposit will not be returned.**

Where appropriate, the above mandatory items should be carried in a dry bag.

In addition, it is strongly suggested that each team carry the following: an insulated container (Thermos) with a hot drink or soup, sunglasses, insect repellent, knife, money, and ear plugs or bug net for use in Carmacks or Minto.

18. Personal Floatation Device (“PFD”)

PFDs must be worn by all Team Members when in a boat, swimming, on a dock or shore.

The PFD presented for and passed at inspection at Whitehorse is the only one that may be worn throughout the duration of the race. Any competitor found either not wearing it or who has replaced it with an inferior or non-compliant version at any point will be disqualified.

19. Teams in Distress

Any team witnessing another team in obvious distress is compelled to render all assistance possible until the situation is resolved, a safety boat arrives, or you are relieved by another team that can help. Time adjustments may be given based on the time they spent providing assistance, at the discretion of the race marshal. **If you are unable to assist, send a message on your SPOT X or inReach device.** It is suggested that you have pre-constructed messages such as “A team has stopped near this location, not in obvious distress” and such configured into your device so you can send such messages quickly without wasting race time.

Failure to offer assistance in an emergency situation will result in a lifetime disqualification from Yukon River Quest for all team members.

20. Team Support

No planned help is allowed throughout the race, with the exception of Carmacks and Minto. **Pace boats** (i.e. crafts paddled or powered that follow or lead a team for ANY purpose including keeping speed up,

offering support, sustenance, conveying water or feeder boats) **are prohibited**. Teams considering or wishing to have any other boat on the river in their vicinity during the race should contact the race organization in advance.

Teams must carry enough food and water to sustain them throughout this wilderness race. Breaches of this rule will result in disqualification. Except at Carmacks and Minto, no team may accept help that is not equally available to all teams. Unplanned assistance from other competitors (“Good Samaritan” actions) is allowed. If there is a suspicion that help is planned, then teams may be penalized.

21. No Alcohol or Marijuana Consumption / No Illegal Drugs

Under no circumstances shall a participant consume alcohol or marijuana during the course of the race or use an illegal or performance-enhancing drug that has been defined by the Canadian Canoe Association as such. If there is cause to believe a racer has taken such a drug, it will be the right of the YRMPA to have a laboratory test done that will prove or disprove the presence on any illegal drug in the racer’s body. **Any participant in the race who has a physical ailment for which it is necessary to ingest or inhale a stimulant type of medication to control said ailment must bring this fact to the attention of the Race Marshal before the race start.**

22. 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.

23. Drafting

Drafting (wake-riding) is permitted. Please be respectful and courteous. See Rule 20 as it relates to pace boats and planned help and Rule 22 with regards to interference. . If there are any issues, they must be brought to the attention of the Race Marshal as soon as possible.

24. Navigation Light

As required by Transport Canada all vessels are **required to have a navigation light on between dusk and dawn (midnight to 4 a.m.)** – A Petzel-type LED either mounted on front of boat or in use as a headlamp on a solo kayaker or bow paddler of a tandem or voyageur team is acceptable. The light should be used to signal from shore to passing boats if you are in need of assistance.

25. Use of Spray Skirts/Decks

Spray skirts/decks are required while traveling on the river from **Whitehorse to Lower Laberge and Carmacks to Rink Rapids**.

Kayaks, solo and tandem canoes are required to have **full coverage** spray skirt/decks. This does not apply to sit-on-top kayaks.

C4 canoes, at a minimum, are required to have a spray skirt/deck around the bow paddler, **but full coverage is strongly recommended**.

Voyagers are not required to have a spray deck if they have internal floatation.

Non-compliance will result in disqualification.

26. No Littering – No Removal of Artifacts

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 proven to have littered at any point along the route will be disqualified.** The Yukon River has been termed “the world's longest museum.” It is the site of many historical artifacts and properties. Removal of, or interference with, any artifacts will result in disqualification.

27. 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.

28. Checkpoint, Monitor Points & Layover Procedures

At each Checkpoint, a time will be entered when a team passes an imaginary line on the river as they pass a race marker (cone/buoy). Team times will be posted on the results board and website. Failure to check in will result in time penalty or disqualification. Please respect our volunteers who work at these checkpoints; they receive information from other checkpoints as it is called in. Please pay attention to the procedures below for each checkpoint. They also will be reviewed at the pre-race meeting.

Note that some checkpoints have cutoff times associated with them. These times may be extended at the discretion of race marshal due to extreme conditions.

Monitoring Points are for safety cover only and no official time is recorded. Some monitoring points may only be manned for part of the race.

CP= Checkpoint **MP**= Monitor Point

CP 1. Policeman’s Point (60.95°N, 135.084°W) is a verbal checkpoint on the left side of the river just before the pilings in the river.

POLICEMAN’S POINT CUT-OFF TIME: Teams must reach CP 1 within 4 hours of starting (13:00 Wednesday for the first group, 16:00 for the second) to remain in the race. A team failing to meet this requirement will be disqualified or asked to withdraw by race officials. The team may continue on as a withdrawn team with the Race Marshal’s consent (see Rule 30). There will be transport available at Policeman’s Point to Whitehorse or Carmacks.

MP 1. Early Lake Laberge (61.016°N, 135.051°W) [**buoy**] is a monitor point on the right side of the lake about 4 km (2.5 miles) from its beginning. **Teams must pass between the buoy and the shore** and must continue to stay on the right side of the lake, keeping within 200 metres of the shore. This will line teams up with the mouth of the river at lake’s end. Teams do not need to follow every bay but must be

within 200 metres at every point of land (be within 200 metres at least every 500 metres).

MP 2. Cathers Post / Laurier Creek (61.11774°N, 135.0996°W) [buoy] is a verbal monitor point on the right side of the lake about 17 km [10 miles] from its beginning. *Teams must pass within a buoy and the shore and call out their number to the race official on shore/boat.* Failure to do this will result in a two-hour penalty. Teams must stay on the right side of the lake, paddling from point to point, within about 200 metres of the shore. Teams are not expected to follow the shore into every bay. Once teams are past Goddard Point [61.3590N, 135.2366W] about 3.5 km [2 miles] from Lower Laberge, they may paddle directly towards Lower Laberge.

CP 2: Lower Lake Laberge (61.3919°N, 135.2312°W) is a verbal checkpoint with the observer on the right side of the river at the entrance to the Yukon River. ***SPOT devices with basic tracking should be turned off here and then back on.***

END OF LAKE CUT-OFF TIME: Teams must reach CP 2 within 13 hours of their start time to remain in the race. That is 22:00 Wednesday for the first group, 01:00 Thursday for the second group. A team failing to meet this requirement will be disqualified or asked to withdraw by race officials. Teams in the slower group that take over 13 hours (22:00 at Lower Laberge) should seriously consider withdrawing. The team may continue on as a withdrawn team with the Race Marshal's consent (see Rule 30), or be evacuated to the Lake Laberge Campground at Deep Creek off the N. Klondike Highway. If a team withdraws here, they should be prepared paddle out to road access, or if that is not possible, to camp until a boat is available to take the team and boat to the road system. *The cut-off time will be 01:00 Thursday if we revert to a single start.*

MP 3. Lower 30 Mile (61.5552°N, 134.9386°W) is a verbal monitor point about 38.5 km (about 24 miles) from the end of the lake on river left. Teams must call out their number to the race official on shore. Look for the fire in the camping area if you need to stop and warm up. Look also for flashing light and safety flag.

MP 4. Big Salmon (61.8764°N, 134.9179°W) is a monitor point located on river right about 2 km before the confluence with the Big Salmon River. Look for Safety Boat and fire on the top of the bank. Look also for flashing light and safety flag.

MP 5. Little Salmon (62.0528°N, 135.6806°W) is a verbal monitor point at the Little Salmon Village boat launch on river right, about 60 kilometers (40 miles) from Carmacks. Teams must pass by this monitor point close enough to be able to call out their number to the race official on the bank. Will be marked by a flashing light and a safety flag.

CP 3. Carmacks

Big boats, Voyageurs and C4s stop at the Coal Mine Campground (62.1119°N, 136.2669°W), on river right about 2 km upriver from the bridge and the main part of town. The timing line is upriver at the beginning of the campground. Teams will then paddle about 50 meters to a dock where their support crews will assist them in getting out and getting their boats ashore as directed by race officials.

Voyageur canoes are secured along shore.

Other teams stop at the old campsite (62.0943°N, 136.2728°W), on river left immediately after the bridge. Teams will be timed in as they emerge from the bridge arch and then must eddy-out to land at

the beach. Their support crews will assist them in getting out and getting their boats ashore.

This is one of the two layover stops on the race. The rest taken by teams at Carmacks and Minto must be at least 10 hours. Teams **MUST** stop at Carmacks (and at Minto) but may choose to divide their rest time between Carmacks and Minto as they see fit. However, teams which have been paddling for 28 hours or more must stop for at least 3 hours. For the teams leaving Whitehorse at 09:00 that is arriving after 13:00 on Thursday. For the group starting at 12:00 or 16:00 for the group starting at noon that is arriving after 16:00 on Thursday. At Carmacks, teams may be given full assistance by their support crews. *Support teams must pay their own camping fees separately. **If teams are not planning on camping at the campground, they need to notify YRMPA at registration and confirm with the CP Manager.***

Coin-operated showers and laundry, restrooms, food and pay phones are available. ***SPOT devices with basic tracking should be turned off here and then back on an hour before departure.***

CARMACKS CUTOFF TIMES: Teams must reach Carmacks within 34 hours of starting (19:00 Thursday for the first group, 22:00 Friday for the second group). A team failing to meet this requirement will be disqualified or asked to withdraw by race officials. After signing in, teams will be given a time when they are allowed to leave the checkpoint. **Any team that has not left Carmacks checkpoint by 06:00 Friday, will be deemed to have abandoned the race. *If a team has withdrawn and has not notified the CP Coordinator by the time the CP closes, a penalty of \$100.00 will be levied.*** In the event that adverse weather conditions on the lake or river cause a stoppage or delay in the race, these required times may be altered at the discretion of the Race Marshal. Note that the closing time of the checkpoint means that the slowest boats will have to take some of their rest at Minto. For instance, a boat in the second group coming in at 23:58 will have to leave by 06:00, a rest time of 6 hours and 2 minutes. Such a boat would have to stop for at least 3 hour 58 minutes at Minto.

Teams are expected to advise the race well before the start what their anticipated stop time in Carmacks will be. This is only advisory. They can change their mind at Carmacks with no penalty. Please advise us in Carmacks of changes in your plan. In Carmacks an anticipated-out time label will be attached to your boat based on this advise.

MP 6. Five Finger Rapids (62.2699°N, 136.3558°W) is monitored by a safety boat working in the river just beyond the rapid. It is there to assist team and boat to shore in the event of a capsized.

CP 4. Minto Resort (62.582°N, 136.849°W) is a check point at the last road access point before Dawson City. All teams **MUST** stop at Minto. Teams who have not stopped for at least 10 hours at Carmacks are required to stop here to the remainder of their required 10 hour rest. A label will be attached to their boat with the earliest time they are allowed to leave. The rest time at Carmacks that will be subtracted from the 10 hours required rest is the actual time spent in Carmacks not any advisory time that you may have given the race.

Teams must leave Minto by 18:00 Friday, 48 hours after the start of the race for the second group, 52 hours for the first group. **Any team still in Minto after this time will be deemed to have abandoned the abandoned the race. *If a team has withdrawn and has not notified the CP Coordinator by the time the CP closes, a penalty of \$100.00 will be levied.*** In the event that adverse weather conditions on the lake or river cause a stoppage or delay in the race, these required times may be altered at the discretion of the Race Marshal.

Yield to barge traffic crossing river to and from Minto Landing, about 1 km downstream of the checkpoint

CP 5. Thistle Creek (63.08654°N, 139.480424°W) is a **checkpoint** on river left. Teams must pass by this checkpoint close enough to be able to call out their number to the race official on the top of the riverbank. CP will be marked by a flashing light and a safety flag. Note that the official location of the checkpoint is at the barge landing site for a placer mine. The actual location will be near there.

MP 7. Sixty Mile (63.5628°N, 139.7566°W) is a **verbal monitor point on an island river left near the Sixty Mile River confluence**. It is about 70 kilometers (47 Miles) from Dawson. Teams must pass by close enough to be able to call out their number to the race official. MP will be marked with a flashing light and a safety flag.

CP 6. Dawson City Finish Line (see Rule 31).

29. Tracking Device

A GPS tracking and messaging device must be used by all teams.

The team's tracking device must be attached to the boat deck/sprayskirt face up. It must be active throughout the race.

A team may be assigned a Tracking device by race officials during the race **if** something happens to their device. If a team captain is provided a YRQ-owned Tracking Device, then he/she must attach the device to his/her boat deck face up. **At the end of the race, the Tracking Device must be returned to race officials or the evacuation deposit will not be returned.**

30. Withdrawal from the Race

A team that withdraws or must be evacuated from the race must do so by filling out and signing an official withdrawal form at the main checkpoints in Whitehorse, Carmacks, or Dawson City as soon as possible after leaving the river. ***Written notification of a team withdrawing in Carmacks must be made before the checkpoint closes or that team will be assessed a \$100.00 penalty.*** A team that has withdrawn from the race but feels it is at no immediate risk, and therefore adequately equipped and provisioned to continue paddling on the river, must, with the Race Marshal's consent, fill out a form acknowledging downgrading the team to "**Withdrawn**" status. On the form paddlers must agree to indemnify YRMPA from any liability for their well-being and notify race officials of its intended destination and arrival time. YRMPA will attempt to pass this information to the team's emergency contact. After the official end of the race, YRMPA will not be tracking or monitoring boats. ***Teams deemed by the YRQ Race Marshal to be at risk, or timed out*** (unable to make the next timing cutoff), will be asked to withdraw or will be disqualified. If at risk they may be taken off the river and lose their evacuation deposit.

Teams that withdraw or are disqualified will not show up as withdrawn or disqualified on the online tracking system until they are on land at a road access point or until the race has ended. That way they continue to be tracked.

A team that is recovered off the river by a safety boat, aircraft, or other means is considered withdrawn

and must fill out a form acknowledging that withdrawal and forfeiture of its evacuation deposit. Medevaced teams that have their boat brought to a CP will be considered withdrawn and will forfeit their evacuation deposit.

Teams are responsible for making their own arrangements for retrieving personal equipment. Items remaining after the race will be considered abandoned and become the property of the YRMPA.

31. Finish Line Procedures – Dawson City [CP 6]

A team finishes the race when it crosses the Finish Line at Dawson City, marked by a cone and flag on the bank on river right, about 1 km. after passing the Klondike River. A horn will sound as each team passes this line and the finishing time will be recorded. Teams then will be directed to the docking area on river right just past the boat dock for final inspection. A team's official time will be its elapsed time on the river, not including mandatory layovers, plus any penalty or adjustment by the Race Marshal. ***The team's official time will not be recorded until all mandatory gear is checked, and racers sign in. Please move your boat out of the way of other boats, as directed by race officials.***

Teams are responsible for arranging their own support and accommodations in Dawson, and transporting their canoes, equipment and themselves home after the event. [All teams should have support for when they reach Dawson.](#) See the FAQ page on the website for options.

The event officially ends at 21:00 Saturday, June 25, 2022. Up until this point, a secure area will be available for team equipment. Race officials will not be responsible for monitoring the progress of teams on the river after this time. Teams that finish after this time will be provided a sign-in location in Dawson City at the Awards Presentation and will be recognized as official finishers.

In the event that adverse weather conditions on the lake or river cause a stoppage or delay in the race, the required finish time may be altered at the discretion of the Race Marshal.

The Awards Presentation will be held in Dawson City on Sunday, June 26 (Location, Time and other details to be announced on website and Facebook page).

Paddlers renting boats from the Yukon River Quest must have them inspected and return the spray deck or they will forfeit their damage deposit. Boats must be clean, clear of tape and stickers, and undamaged other than expected wear and tear.

Read the FAQs and watch the Racer Info. section of the website and our Facebook page for any rules updates, a preview of the racer and support briefings, race schedule, special events, travel updates, and other race information.

APPENDIX 1: Mandatory Equipment List

This list of gear is the bare minimum required and racers should not consider this a complete list of necessary gear.

Each Racer must have the following:

- Paddle (single-bladed for canoe, double-bladed for kayak)
 - Personal Flotation Device (as described below) with attached:
 - Whistle
 - Emergency space bivysack
- Firestarter - Waterproof matches/lighter
- Race bib provided by YRMPA
- Food and fluids to sustain yourself for the duration of the race, plus emergency rations for 24 hours
- Sleeping bag rated to at least -5°C
- 2 extra layers of warm clothing in a dry bag
- Rain gear (top and bottom)
- Sunscreen
- Zip-seal bag for toilet paper for disposal in Carmacks/Minto/ or Dawson

Each Team must carry the following:

- First aid kit (one kit per 3 people on team) in a dry bag or waterproof container containing:
 - 2 - 4x4 sterile gauze dressings
 - 2 – 3x4 telfa pads (non-stick burn pads)
 - 1 roll 2” crepe bandage (or coadhesive bandage such as Vetwrap if you are confident you can use it right) Not gauze as it will turn into a soggy mess
 - assortment of waterproof adhesive bandages (Band-aids, Elastoplasts)
 - Roll of 1” waterproof adhesive tape, or equivalent amount of duct tape
 - 4 antiseptic wipes
 - Blister dressing: 2 4”x4” Burn or bedsore dressings eg Duoderm Ultrathin, Spenco 2nd Skin, Dr. Scholl’s Blister Treatment
 - Scissors
 - Anti-chafing cream/ointment (eg. Nothing Butt, Body Glide, Sports Balm Chamois Balm)
 - Needle or safety pin (should be sterile)
 - Suggested items:
 - painkiller – eg Tylenol, ASA (Aspirin)
 - anti-inflammatory – Naproxen, Ibuprofen
 - Anti diarrheal medication eg loperamide (Imodium)
 - Antacid (eg Gaviscon, Tums) and/or anti-gastroesophageal reflux (heart burn (eg. Pepcid)
- Solo, tandem, C4, SUP: one extra paddle (single-bladed for canoes, double-bladed for kayaks)
- Voyager: two extra paddles
- River map preferably printed on waterproof paper or laminated

- Recommended: GPS with waypoints and 2nd copy of map
- Free standing tent(s) to shelter all racers on the team
- Watertight flashlight or navigation light - Petzel-type LED mounted to boat or a headlamp
- Bailer or pump: one per boat but more are recommended for C4/voyager, does not apply to SUPs
- Backpack stove to boil water:
 - Jetboil with 50g of fuel *or*
 - Other type of stove with pot large enough to boil 16 oz of water and 50g of fuel

Each Vessel must conform to specifications listed in Rules (#, #) as well as have the following:

- Towlines:
 - SUP's must have a tether attached to be used as a towline.
 - For all other boats: towlines must be attached and accessible to hand, only use buoyant/floating rope > 6mm (1/4") diameter:
 - Voyager and C4: two 40';
 - Kayaks, tandem and solo canoe: one 20' and one 40',
 - the 50' line must be throwable (eg: to a dock or boat), therefore a throw bag is recommended to be used for one or more towlines.
- Spray skirt/deck securely fastened with snaps, tie downs, or strong velcro (see Rule 17e):
 - Solo and tandem canoes and kayaks: full coverage **mandatory**:
 - C4: coverage for bow paddler at a minimum **mandatory**, although full coverage is **strongly recommended**;
 - Voyager **without** internal floatation: **mandatory**; or
 - Voyager **with** internal floatation: **suggested**, not mandatory.
- Race Decals provided by YRMPA showing team numbers applied to either side of bow except where the shape of the vessel necessitates a more visible placement on the stern or top of boat.
- Tracking and messaging device (SPOT X or InReach)
 - activated for tracking and properly mounted on boat deck face up.

Personal Floatation Devices:

Each team member must have a Canadian Department of Transport, Canadian Coast Guard, Fisheries and Oceans Canada, or U.S. Coast Guard Class Personal Flotation Device [PFD]. This must be worn at all times when on the river or water [eg: swimming]. **Self-inflatable PFDs are not allowed.** A PFD that appears to be more than five years old or which has been subjected to heavy use may not offer the user the protection envisaged when new and is likely to be rejected at inspection. PFDs that have been tampered with or modified in any way that affects its fundamental integrity, such as being cut, slit, or torn will be rejected. PFDs passed for use must display conformance to standards via a label attached at the time of manufacture by its maker. Racers from other than the USA or Canada may use PFDs that provide a minimum of 50 Newtons of inherent buoyancy and should conform to one of the following European or international standards: EN393, EN395, ISO12402-5, or ISO12402-6 and be appropriately labeled.