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# CAIN'S QUEST 2023 RULES

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**Revised: October 24, 2022**

**Disclaimer:** These rules are subject to change at the sole discretion of the Cain's Quest Board of Directors (the "Board") to address, among other things, COVID-19 impacts including safety protocols or any requirement to comply with government mandates or recommendations.

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## 1. MISSION

- 1.1 The mission of Cain's Quest snowmobile endurance race is to host a safe, sustainable, and environmentally friendly extreme snowmobile endurance racing adventure in Labrador which aims to increase tourism, promote snowmobiling, showcase Labrador and unite its people.

## 2. EVENT OVERVIEW

- 1.1 Cain's Quest is the world's most extreme snowmobile endurance race - period.
- 1.2 Race teams consist of two (2) persons and two (2) snowmobiles who traverse a route that begins in Labrador City and takes teams to communities throughout Labrador. In 2023, the route starts in Labrador City and extends through the communities of Churchill Falls, Happy Valley-Goose Bay, Rigolet, Cartwright, Port Hope Simpson, Red Bay, L'Anse Au Clair, North West River, Postville, Makkovik, Hopedale, Nain, Natuashish, Churchill Falls, concluding in Labrador City.
- 1.3 Racers must brave sub-zero cold, poor visibility, and deep snow; pushing their snowmobiles and bodies to the limits to reach the finish line. Cain's Quest is a true test of racer and machine.
- 1.4 Racers will display honor and integrity throughout all their involvement with the race. Participants will always treat Cain's Quest Officials with respect and will understand that official decisions will be final. Each racer is required to read Cain's Quest Rules.

### 3. LIABILITY

- 2.1 Each Race Team acknowledges receipt of Cain's Quest Rules and accepts and agrees to be bound by the terms and conditions of Cain's Quest Rules.
- 2.2 Each Race Team acknowledges that: Cain's Quest has limited resources; is dependent on donors for a significant portion of its funding; functions with limited employed staff and hundreds of volunteers under only limited control of Cain's Quest; and must organize the event in some of the most remote and uninhabited locations in Labrador in the most severe weather conditions. Cain's Quest cannot and does not commit to perform obligations or responsibilities of any kind.
- 2.3 Cain's Quest disclaims all obligations and responsibilities of every kind and nature. Cain's Quest shall owe no duty of any kind or nature to Race Teams, and it shall perform only such acts it deems necessary at its sole and absolute discretion. Cain's Quest reserves the right to cancel or postpone the Race in the event of insufficient registration numbers, unsafe conditions or any unforeseeable circumstance that may arise at any time. Participants shall have no claims, demands, suits or actions ("claims") of any kind or nature against Cain's Quest, its agents, servants, employees, directors, officers, contractors or volunteers, regardless of whether any such claim is in the nature of contract, tort or other type of claim, and regardless of whether any such claim is for injury or damage to person or property.
- 2.4 Each Race Team agrees, by participating in any Cain's Quest event, to release, indemnify, defend and hold harmless Cain's Quest, its agents, servants, employees, officers, directors, contractors and volunteers, from and against any and all such claims, including claims by third parties.
- 2.5 The disclaimers, the limit on claims, and the agreement to release, indemnity, defend and hold harmless set forth herein shall apply to every act and omission of Cain's Quest, its agents, servants, employees, officers, directors, contractors and volunteers, including, by way of example only, acts and omissions in planning, organizing, facilitating, staging, conducting, and judging the Race and other Cain's Quest events, and shall survive conclusion of the Race and termination of the relationship between Cain's Quest and the Race Teams. Each Race Team member accepts and assumes all risks in any way arising from, related to, or connected with participation in any Cain's Quest event and each Race Team member is encouraged to obtain and maintain appropriate insurance covering all such risks.

2.6 Participants, and/or approved persons allowed within staging areas, checkpoint areas and along the course must read and agree to liability release terms by signing a Release and Liability Waiver.

## 4. REGISTRATION AND ENTRY

- 3.1 No person under the age of eighteen (18) will be allowed to participate in the Race.
- 3.2 At the opening of registration, Race Teams can reserve entry to the Race by registering online via the official Cain's Quest website. Reserving entry requires that all required forms be completed and submitted. Incomplete registration will not reserve entry. This includes the Racer Registration Form, Participant Biography Information, Snowmobile Information, Team Contact Information, Digital Waiver, and the submission of a colour digital headshot (close-up head & shoulders in high resolution 300 DPI) in jpeg format for each Racer. Registrants must provide an electronic signature on the digital waiver before entry will be reserved.
- 3.3 Race Teams that have reserved entry, will then have to confirm entry by payment of all required entry fees. All required entry fees must be paid via telephone upon completion of on-line registration. No in-person payments will be accepted. Once a Race Team's registration forms are completed and waivers are signed, Racers will be contacted by phone within 2 business days for payment. Cain's Quest will use the number provided for each Racer on the registration forms under RACER INFORMATION and will contact Race Teams in the same order as registrations are processed online. Cain's Quest will make 3 attempts to contact Racers for payment and 2 attempts to process payment. If after 3 failed attempts to connect with Racer's or 2 failed attempts to process payment, Race Teams will be notified by e-mail and their registration will be taken out of queue and Cain's Quest will move on to process the next registration submission. If a registration is taken out of queue, it will not be held, and Race Teams will need to resubmit registration information. Cain's Quest recommends Racers speak with their credit card company in advance to mitigate any potential issues (ex: daily/regular spending limits) of processing your payment. Credit cards accepted include Visa, Mastercard, American Express, Debit Mastercard, and Debit Visa.
- 3.4 All registered Race Teams must sign remaining forms at or before the "Racer Registration Check-in" event prior to Race start. These may include but are not limited to: Media Release Form and Medical Form. Racers will be required to bring with them a government issued photo I.D. and credit card to this event. **NO EXCEPTIONS WILL BE ACCEPTED FOR THIS REQUIREMENT.**
- 3.5 Gas forms will be e-mailed to registered Race Teams prior to the deadline for form submission. Credit card authorization (for protest and incidentals) and Release & Waiver of Liability must be completed at Racer Registration Check-in before the event.

- 3.6 Additional forms or identification may be required to participate from year to year as required by municipal, provincial, or federal authorities. Cain's Quest will make reasonable efforts to alert Race Teams as early as possible to any changes to the registration requirements.
- 3.7 Substitutions and replacements of participating Racers must be made prior to the start of the Race and only after all registration requirements have been received and Race Team entry has been approved by Cain's Quest prior to the Racer Registration Check-In.
- 3.8 Only one of the two originally registered Racers may be replaced. If both original Racers forfeit, the Team is forfeit.
- 3.9 No refunds of entry or other fees will be made after the official close of registration unless approved by the Board of Directors, at the Board's sole discretion. Refunds during the registration period will be processed subject to a 20% processing fee.
- 3.10 If all available Race Team registrations are full at the time that a Race Team forfeits, the forfeiting Race Team may be replaced by lottery.
- 3.10.1 If a lottery is announced, prospective Race Teams have 2 weeks to register to participate in the lottery. The lottery closing date will be announced. A \$100 deposit will be required to enter the lottery. The deposit will be refunded to unsuccessful registrants. The deposit will be returned to the selected Race Team once registration fees are paid in full.
- 3.10.2 Successful Race Teams will have 24 hours to pay registration fees and 1 week to submit all required registration forms. If registration fees are not paid by deadline, the deposit is forfeit and the team is disqualified from the lottery. In this case, the lottery continues with the remaining teams and another team is selected.
- 3.11 Registration fees include meals and accommodations for Racers along the route as well as Racer insurance. Cain's Quest strongly encourages Racers to carry additional insurance, including personal liability, accident and medical insurance. Cain's Quest strongly encourages Team Managers and Support Teams to carry similar insurance.
- 3.12 Specific team numbers may be requested upon registration and/or reserved for a \$100 + tax fee pending availability. Prior to investing in embroidery, sled wraps, etc., it is recommended that the Race Team number be reserved. Should a Race Team request a number that had been assigned to a Race Team in the last race, the previous Race team to hold the number will be given first opportunity to pay the reservation fee for that number. If the previous holder of the number declines to re-reserve it, the number is

considered forfeit and can be assigned to another Race Team. The number registration fee is refunded once team registration fees are paid in full.

- 3.13 Race Teams may choose to designate a Team Manager to represent the Race Team for the purposes of communications. Team Managers must be registered with Cain's Quest. Team Managers may have to present identification if asked at any Cain's Quest event/site that is not open to the public.
- 3.14 Each Race Team must designate a contact person who will be the sole point of contact between Cain's Quest and the Race Team. This contact person may be a Team Manager or anyone the Race Team chooses. The contact person is not required to be on site but must be accessible to receive Cain's Quest calls 24/7 while the Race is ongoing. It will be the responsibility of each Race Team's contact person to receive and relay information to their Race Team. Race Teams must supply Cain's Quest with a working phone number for the contact person. Race Teams are responsible for ensuring active telephone numbers are provided.
- 3.15 Cain's Quest reserves the right to refuse entry to or withdraw any Race Team for reasons of safety, breach of event Rules or failure to meet specified requirements to obtain and maintain registration status.
- 3.16 Cain's Quest reserves the right to alter or cancel the Race at any time in the event of, among other things, low registration numbers and/or unforeseeable circumstances that would jeopardize the safety of participants, spectators, or any Cain's Quest volunteer or staff member.
- 3.17 Required Attendance (MANDATORY). All Race Teams must attend certain events as identified in the Race Itinerary to maintain registration eligibility. Failure to comply may result in fines or disqualification.
- 3.18 ALL RACERS must register at mandatory Racer Check-In to pick up Racer's Kits and sign any required documentation.
- 3.19 All RACERS must attend mandatory Tech Inspection and Gear Checks prior to Race day at a time specified in the Race Itinerary.
- 3.20 ALL RACERS must attend mandatory Driver's Meeting. Breaks will be identified prior to or at the start of the Driver's Meeting. ALL RACERS must remain in the room for the duration of the meeting except for designated break times or at the discretion of the facilitator. Race Teams may select only one individual to accompany the Racers to the Driver's Meeting. This may be a Team Manager or any support person of their choosing.

3.21 ALL RACERS must be at the start line at the times given at the Racers meeting. Race Teams will be divided into three groups and Racers are to show up at the time given for their respective group. Late arrival will result in a 2-hour penalty to be served in accordance with Rules. This ensures that all Racers are at the start line in sufficient time to accommodate the line up process but allows that all Racers are subject to equal wait time regardless of start position.

## 4 GENERAL COMPETITION RULES

- 4.1 Race Teams should be aware that other people use the Racecourse for different purposes. Race Teams should always anticipate encountering people and/or animals on the Racecourse.
- 4.2 Cain's Quest reserves the right to refuse entry to, or disqualify any Racer or Race Team for any reason such as not possessing sufficient survival equipment, unsportsmanlike conduct, breach of Cain's Quest Rules, etc.
- 4.3 Any interpretation of the Cain's Quest Rules is strictly at the discretion of the Race Marshal.
- 4.4 Cain's Quest Officials, or designees, may photograph or video record Snow Machines, Racers and gear during the Race at any time and Racers consent to the use of the photographs by Cain's Quest for any purpose, at the sole discretion of Cain's Quest.
- 4.5 The Race Marshall will have the authority to scratch a Race Team in the event a Race Team no longer meets the requirements of competition. All scratches must be reported at the nearest checkpoint as soon as possible.
- 4.6 Use of the Cain's Quest logo must be approved by the Board of Directors. Race Teams are not permitted to use the logo for fundraising purposes unless approved by the Board.
- 4.7 Race Teams will be given advance opportunity to pose questions and concerns regarding the 2023 Rule document. Race Teams will have up to 2 weeks prior to the start of the Race to have questions and concerns addressed. There will be no Rule negotiations at the Mandatory Driver's Meeting. The Driver's meeting will be to discuss routing only. Exceptions may be made for last minute Rule changes that may be required for safety. Questions concerning the 2023 Rules must be in writing and can be submitted to [info@cainsquest.com](mailto:info@cainsquest.com).

## 5 CODE OF CONDUCT

In the spirit of good sportsmanship and Cain's Quest, all participants must adhere to the following:

- 5.1 Racers, Team Managers and Support Teams will always conduct themselves in a prudent and respectful manner.
- 5.2 Any unsportsmanlike conduct on or off the Racecourse will subject the Racer and/or the Race Team to immediate disciplinary action and/or disqualification by the Race Marshal.
- 5.3 In no way whatsoever shall any Racers, Team Managers or Support Team members present negative publicity in any form to the media or the public in general.
- 5.4 Racers working on Snow Machines must allow a path for other Racers on the Racecourse proper.
- 5.5 Racers must always be prepared for other Racers wanting to pass them. Racers will not purposely hinder or obstruct an overtaking Racer or operate a Snow Machine in an unsafe manner. Racers should always be prepared for any kind of traffic on the Racecourse including traffic that is not a part of the Cain's Quest event.
- 5.6 Racers will not block the access into or out of a checkpoint and/or impound areas.
- 5.7 Racers shall not sabotage Race markers, Racer's Snow Machines, equipment, or other infrastructure or property either intentionally or accidentally. Breach of this Rule may result in immediate disqualification.
- 5.8 No fighting, vulgarity, or offensive language will be tolerated.
- 5.9 Littering on the Racecourse will not be tolerated. This includes dropped gas containers and/or water bottles full or empty.
- 5.10 Racers will mark safety hazards on the trail.
- 5.11 Racers and Team Managers will always treat Cain's Quest Officials, volunteers, staff, committee and board members with respect.
- 5.12 Team Managers and Support Teams are representatives of the Racers, and any unsportsmanlike conduct will reflect on their associated Race Team. Unsportsmanlike conduct includes, but is not limited to, Support Teams breaking trails for Racers or any other conduct that violates the spirit of good sportsmanship or the Rules. Despite the fact

that Cain's Quest has no direct relationship with the Support Teams, Race Teams can be held accountable for Support Team conduct.

## 6 RACER'S RULES

All mandatory gear MUST remain with the Race Team throughout the duration of the Race. Random checks will be made at the Race Marshal's discretion.

- 6.1 Racers and Team Managers are required to sign the "Release and Waiver of Liability and Indemnity Agreement" and an acknowledgment that he/she has read the Official Race Rules provided by Cain's Quest prior to Race Teams competing in the Race.
- 6.2 Mandatory Racer's Meeting must be attended by all Racers and, should a Race Team choose, 1 support person per Race Team (of its choosing) which can be the Team Manager. Both Racers must remain at the meeting for the entire duration. Breaks will be provided at designated times. Racers are not permitted to leave the room unless it is during break time or with the Race Marshal's permission.
- 6.3 Only active Racers may assist other Racers on the Racecourse.
- 6.4 Snow Machines for each Race Team must finish the Race with the original tunnel. At the Safety Inspection, Cain's Quest Officials will record serial numbers of the chassis for each Snow Machine. Chassis serial numbers must be always visible and will be checked randomly by the Race Marshal or Checkpoint Official at any checkpoint during the race.
- 6.5 Race Teams are responsible for the clearing of all parts, machines, and supplies from the trail and impound area. All excess supplies, broken parts and other materials belonging to any Race Team must be turned in at the next checkpoint, including the finish line. Checkpoint Officials will check and report each Snow Machine for obvious missing parts.
- 6.6 Race Team numbers and arm bands/bibs issued by Cain's Quest will be unaltered, displayed and always worn. Race Team numbers provided by Cain's Quest must be displayed in the center of the windshield as low as possible. Race Team numbers cannot exceed two digits. Snow Machines must be unique and easily distinguishable from support or parts sleds. Race Teams must not share the same look and can only display their own Race Team number.
- 6.7 All sponsored items and logos furnished by Cain's Quest must be clearly and creatively displayed on the exterior of Snow Machines or helmets.
- 6.8 Helmets with DOT or SNELL approval must be worn and securely fastened at all times while riding. Helmets cannot be modified in any way. High visibility helmets are strongly recommended.

- 6.9 Eye protection is mandatory during the event. The use of goggles and/or face shields is required. If corrective lenses are required by a Racer to drive a motor vehicle, the Racer will also be required to wear them during the Race.
- 6.10 The use of upper body protection equipment is mandatory. The upper body protection must protect the Racer in mid-body and back areas and be capable of resisting penetration and dissipating force of impacts while absorbing the shock of most blows. Typical motocross vests do not meet this rule.
- 6.11 Racers will stop and render aid if they come upon another person in a life-threatening situation.
- 6.12 No Racer will be allowed to fly in a chartered or private airplane during the Race.
- 6.13 Each Racer shall have a GPS unit and must have a good operating knowledge of the unit.
- 6.14 All work performed on Snow Machines, outdoors or indoors, must be done “on-the-clock” anywhere along the Racecourse. No work will be performed behind closed doors. Cain’s Quest Officials must have immediate access, outdoors or indoors, to observe work performed on Snow Machines. No Snow Machine or parts of a Snow Machine, may be worked on during a mandatory layover. Snow Machines must enter the impound area with ALL parts. Racers who choose to carry a Sleigh can only make repairs to the Sleigh “on the clock”. Only Racers will be permitted to work on the Sleigh(s).
- 6.15 Use of alcohol and drugs by any Racer from the start of the Race to the finish of the Race is strictly prohibited. Cain’s Quest reserves the right to arrange for random breathalyser and drug tests for Racers. Any violation of this Rule will result in immediate disqualification.
- 6.16 Each Racer must stay with his/her original teammate throughout the Race.
- 6.17 No Racer may clear (raise & spin) the track of his/her Snow Machine at the starting areas.
- 6.18 If the Race Marshal suspends the Race at any time, Racers shall not leave a checkpoint, if a Race Team is on the Racecourse, they are to stop and stay at the next checkpoint. The Race Marshal will announce when the Race is suspended and has resumed.
- 6.19 Racers cannot ride the Racecourse or any trail during any layover.

- 6.20 Impound areas are completely off limits except to a Cain's Quest Officials and/or other Race Teams "on the clock."
- 6.21 Each Racer will be equipped with a personal tracking unit. If a Race Team member becomes immobile and one tracking unit is not working the remaining Race Team member must take the working tracking unit with them.
- 6.22 If a Racer chooses to tow a Sleigh from the start line, the Sleigh and Snow Machine becomes "one unit" whereby the Sleigh must be brought across the finish line. If a Racer does not leave the start line with a Sleigh in tow but chooses to pick one up somewhere along the route, that Racer does NOT have to bring the Sleigh across the finish line providing that: a) The Sleigh is not left in the country (litter) b) Cain's Quest does NOT assume any responsibility for the care or transportation of the Sleigh at any time.
- 6.23 All Checkpoints must be reached consecutively and in order (i.e. Race Teams cannot go to Checkpoint # 6 without first checking into Checkpoint #5).
- 6.24 Personal tracking units will be examined during mandatory layovers. Any repairs to a unit on the trail by the Racers must be reported at the next Checkpoint. Any attempts to disconnect the tracking units or obstruct the signal will result in a penalty or disqualification. Tracking units are to be passed into the official gear checkers immediately upon crossing the finish line or following a scratch. Race Teams that do not return the tracking units upon finishing/scratching the Race will be charged the total cost of the unit by credit card. Refunds will not be offered for late returns of tracking units.
- 6.25 Cain's Quest will have first aid trained or medical personnel positioned along the Racecourse. For the safety of the Racers, the medical personnel may conduct medical checkups on Racers if there is specific concern for health and safety. If a check-up is requested, Racers must comply or risk disqualification.
- 6.26 Injured Racers or damaged Snow Machines shall be reported immediately by Race Teams. Failure to report a medical issue could result in disqualification.
- 6.27 Each Race Team will be required to take a 60 minute "off the clock" fan engagement stop for fan engagement at each Express Community Checkpoint.

## 7 EQUIPMENT REQUIREMENTS

- 7.1 An inspection may be made of all Snow Machine engines that place in the money. Sleighs may be utilized to carry gas and supplies. If a Sleigh is used by a Race Team the Sleigh and Snow Machine will be considered one unit. There is no maximum stock engine size.
- 7.2 All Snow Machines must meet the industry standard noise limit of 88 decibels, measured using the SAE standard J2567 test. Cain's Quest reserves the right to test for compliance with this requirement. Failure to adhere to the requirement may result in penalties or disqualification.
- 7.3 Brakes, headlights, taillights, brake lights, and clutch guards must be in a safe and operational condition when leaving each checkpoint. Tail/brake light must be installed on rear of machine and have a minimum area of 1 ½" x 4".
- 7.4 Broken windshields must be made safe or replaced.
- 7.5 Rear suspension assemblies consisting of assembled torque arms, slide rails, shocks, and hyfax cannot be replaced in whole. These assemblies must be repaired with the individual components.
- 7.6 Any Race Team may accept gas, parts, tools or Assistance from anyone except: Racers are not permitted any Air Support and/or communication, directly or indirectly, from private aircraft or drones, and only Racers are allowed to work on Snow Machines - no pit crews – however, a non-Racer may complete welding on Snow Machines. Racers are not permitted to work on a Snow Machine in a trailer without a Cain's Quest Official present.
- 7.7 Assembled parts, i.e., track with studs, may be installed.
- 7.8 Each Race Team is required to carry the following:
  - 7.8.1 Arctic sleeping bag safe to at least -20 degrees per person. Sleeping bag must cover Racer from head to toe and insulating fill equally distributed throughout the bag. Sleeping bag cannot be altered and must be able to fully zip with Racer inside.
  - 7.8.2 One complete change of dry clothing per person excluding snowmobile suit.

- 7.8.3 Adequate Arctic clothing per person. This includes spare layers with moisture wicking socks, upper and lower thermals, face mask and gloves. (Temperatures can reach –40 degrees Celsius during the race.)
- 7.8.4 One pair of waterproof snowmobile boots rated for –40 degrees Celsius. (If not waterproof, spare liners are required).
- 7.8.5 First Aid Kit: Dynamic Safety CSA Type 2 First Aid Kit, Manitoba/Newfoundland & Labrador/Quebec regulated provincially and federally.
- 7.8.6 One GPS system per Racer with two extra sets of batteries or some form of power backup.
- 7.8.7 Canteen.
- 7.8.8 Hatchet and/or saw.
- 7.8.9 At least 20 waterproof matches or two lighters carried in waterproof container.
- 7.8.10 Arctic stove, and a minimum of two cans of heat cooking fuel per Race Team. \*Arctic Stove definition: A stove that is guaranteed to burn/operate at sub-zero temperatures and windy conditions.
- 7.8.11 One two-man “4-season” expedition freestanding tent per Race Team or one substantial (bivouac) rip-stop nylon bivy bag (no space blankets) or equivalent for each team member.
- 7.8.12 Sufficient food for two days.
- 7.8.13 One tow strap per Race Team
- 7.8.14 One flashlight per Racer with extra batteries
- 7.8.15 All clothing and food will be in water-resistant bag.
- 7.8.16 Pan or cup to make and boil water with minimum of 1-pint capacity.
- 7.8.17 25 ft. of 300lb test or stronger rope
- 7.8.18 Loss & Theft Insurance is highly recommended.

- 7.9 Each Racer will be equipped with a personal tracking unit, which will be mounted on the exterior of the Snow Machine. The inspection and installation of the personal tracking unit will be performed by Cain's Quest Officials. No Racing Team will be permitted to race without the personal tracking unit properly installed.
- 7.10 Each Racer will certify upon signing the Safety Inspection Form, compliance of the mandatory equipment.
- 7.11 Safety equipment will be inspected prior to the start of the event, in Labrador City, and at the Finish Line, and/or at the discretion of the Race Marshal, or his/her designee, anywhere along the Racecourse.
- 7.12 Cain's Quest will uniquely mark all Snow Machines without crankcase serial numbers on the recoil side.
- 7.13 Recommended Gear: Carbide runners, helmet light, snow shovel, map and compass for redundant navigational aids and spare batteries operational in cold weather climate. Additional food, gear, equipment, and emergency items are also encouraged.

## 8 START/FINISH METHOD

- 8.1 Starting positions are determined by drawing numbered cards at the Mandatory Driver's Meeting.
- 8.2 Racers line up in their starting position order in Labrador City. Racers will depart in racing position order in one (1)-minute intervals starting at designated start time.
- 8.3 Should a Race Team not be ready at their start time the said Race Team will go "on the clock" as of their start time. Despite having gone "on the clock" the offending Race Team will move to the back of the line-up to start after all other Race Teams and shall also be assessed a 2-hour penalty to be served in accordance with the Rules.
- 8.4 Staged finishes will not be permitted. Though it is recognized that cooperation on the Racecourse will often be necessary, the spirit of racing dictates that one Race Team finishes in each position. Staged finishes may result in a penalty and/or disqualification.
- 8.5 All Race Teams must be at the Finish Line (Labrador City) within 18 hours of the first-place Race Team. Any Race Team that does not get to the Finish Line (Labrador City) within the required time limit will be disqualified.

## 9 DISQUALIFICATIONS AND PENALTIES

- 9.1 A Racer or Race Team that violates the Rules may be disqualified and/or subject to penalty as deemed necessary by the Race Marshal in consultation with the Officiating Committee. Any penalties imposed by the Race Marshal will be consistent and fair. **All decisions of the Race Marshal are final.**
- 9.2 A Racer may be removed from competition or participation at any time if, in the opinion of the Race Marshal and/or an on-site medical professional he/she has a medical/physical problem which poses a hazard to him/herself or others.
- 9.3 Any Racer or Race Team found to have violated the Rules will be liable for the costs incurred in the determination of said infraction.
- 9.4 Fraud/Bribery and illegal assistance: a) For cases of fraud, the Racer or Race Team can be banned from racing in Cain's Quest for a period of not less than two years or possible permanent expulsion depending on the severity of the infraction. All cases of fraud will be brought before the Race Marshal for a decision and, if necessary, the Cain's Quest Board of Directors, b) Bribing or attempting to bribe anyone connected with the Race is subject to a penalty and/or immediate disqualification.
- 9.5 Teams that do not follow the specified Racecourse, as defined in the Racecourse section of these Rules, may be disqualified.
- 9.6 Mandatory Racer's Meeting and Tech/Safety Inspection: If both team Racers do not attend both events, then the Race Team may forfeit any entry fees and may not be allowed to race at the discretion of the Race Marshal. Snow Machines and survival equipment are required at the Safety Inspection. Tardiness will be penalized.
- 9.7 The Race Marshal may disqualify any Race Team that violates the Rules, and depending on the infraction, a Racer or Race Team may be banned from future races.
- 9.8 Racers must check in with Checkpoint Officials at all checkpoints. The Checkpoint Officials will record teams' in and out times at all checkpoints except for remote checkpoints. Both Racers must sign at each checkpoint in the designated order. Any Race Team that checks in to a checkpoint before having checked in to all prior required checkpoints will be disqualified. Race Teams cannot take the same time at a checkpoint.
- 9.9 Railway tracks are strictly off limits, except at indicated intersections. Any Racer caught on railway tracks will be disqualified. Railway tracks may be patrolled by helicopter during the Race.

- 9.10 Racers are NOT permitted on highways or roadways, unless indicated in the Racecourse. Should any Racer be caught on highways or roadways an automatic disqualification may result.
- 9.11 All signage must be obeyed, especially on groomed trails and restricted speed zones.
- 9.12 When entering or exiting any checkpoint, with the exception of the finish line, speeds will be restricted on a posted basis. This will be closely monitored through satellite tracking. Failure to abide by this Rule may result a minimum 4-hour penalty. Reckless speeding upon entry/exit zone may result in immediate disqualification.
- 9.13 Restricted Speed Zones may be monitored by radar or GPS. Failure to abide by the posted/identified speed zones will result in a minimum 4-hour penalty.
- 9.14 All time penalties will be served at Checkpoint 18, Churchill Falls.

## 10 PROTEST PROCEDURES

- 10.1 Protests must be submitted in writing by a Racer or Team Manager within 30 minutes of arriving at the next layover or checkpoint. The finish line is considered a layover for protesting purposes. Infractions must be reported at the next layover or checkpoint, or they will not be considered.
- 10.2 A protest submitted by a Racer must include a \$100 protest fee. If the Race Marshal deems the protest valid, Cain's Quest will retain \$40, and \$60 will be returned to the protester. If the protest is deemed invalid, \$60 goes to the protested team and Cain's Quest will retain \$40. Protest fees will be processed in Labrador City via credit card pre-authorized by the card holder.
- 10.3 Once a protest is filed, it cannot be withdrawn.
- 10.4 Any protest will immediately be called in to Cain's Quest headquarters by a Checkpoint Official or Cain's Quest Official during the Race and it shall be considered notice given. Evidence of any Rule violations shall be provided to Cain's Quest by the Race Team or Team Manager at the next layover (or if at the finish line, within 12 hours of reaching the finish line). If no evidence of a violation is provided to Cain's Quest within this time frame, the protest will be considered null and void.
- 10.5 Alleged violations will be reviewed, and any penalties to be assessed will be done so by the Race Marshal in consultation with the Officiating Committee.
- 10.6 Protest can only be filed by Racers or registered Team Managers on behalf of said Racers.
- 10.7 Protests must be more than hear-say or word-of-mouth allegations. At a minimum, two Racers must have witnessed the alleged infraction brought to protest and must certify so in writing.
- 10.8 Protests can be filed "off the clock" at a layover.
- 10.9 No protest will be accepted in relation to the Race Marshal's, Checkpoint Official's, and/or Officiating Committee's judgement or decisions. Once a decision or a judgement has been made, a second protest can only be filed for the same infraction if additional evidence becomes available which was not available in the first instance.
- 10.10 If a protest is filed at the finish line, protest review and determination will be made prior to announcing official times. If the protest/protest ruling possibly affects the top 3

placements at the finish line, the ruling will be made prior to announcing the official top 3 winning teams.

## 11 CHECKPOINTS, LAYOVERS AND THEIR OPERATION

- 11.1 Mandatory Layover Time is subject to change depending on unforeseeable circumstances or safety concerns. Please see Appendix B for a list of the layover times.
- 11.2 Discretionary layovers can be taken at any official checkpoint “on the clock.”
- 11.3 If a team of Racers leaves a checkpoint, the Race Team is “on-the-clock” until it reaches a mandatory layover checkpoint.
- 11.4 The designated impound area is outdoors. Use of electricity to keep Snow Machines warm is prohibited. Remote starting device use is prohibited.
- 11.5 Once in a mandatory layover checkpoint, no work on the Snow Machine or parts of the Snow Machine will be permitted “off-the-clock” or during the designated mandatory layover time. Nothing can be removed from the Snow Machine. Once off the clock at a mandatory layover, Racers will not be permitted to go back on the clock to access Snow Machines until the mandatory layover is completed.
- 11.6 Both Snow Machines and Racers will check in and out of each checkpoint together. The last Racer to check in will determine the Race Team’s official time.
- 11.7 Only a teammate may tow his/her partner.
- 11.8 Racers cannot leave a checkpoint under tow unless they notify the Checkpoint Official of their intended destination. The Checkpoint Official has the option of denying the tow if he/she deems it to be unsafe depending on trail and weather conditions. An official will be appointed to oversee any travel related to repairs.
- 11.9 Any bags removed from a Snow Machine or Sleigh by a Racer must be removed “on-the-clock” and prior to the time start of any layover. Putting bags back on the Snow Machine or Sleigh shall be done “on-the-clock”.
- 11.10 Cain’s Quest Officials or Checkpoint Officials will not leave a checkpoint to take fuel to a Racer on the Racecourse unless under direct instruction from CQ headquarters and for the purpose of addressing imminent danger or injury to a Racer; once a Racer takes fuel from an Official, the Racer and his/her Race Team are officially disqualified.
- 11.11 All finishing Snow Machines must remain in the impound area until released by the Race Marshal.

11.12 All Express Checkpoints will be off-limits to Support Teams unless an official deems it appropriate for the purpose of addressing imminent danger, injury or other safety concerns.

## 12 RACECOURSE

- 12.1 The racecourse shall consist of any route between official checkpoints with the following exceptions:
  - 12.1.1 All pole/transmission lines and any open area that have been cut for such purposes.
  - 12.1.2 Groomed trails.
  - 12.1.3 Marked out of bounds areas.
  - 12.1.4 The Forebay in Churchill Falls is entirely out of bounds.
  - 12.1.5 Drop in section to be updated by Race Route and Officiating committee after revisions are finalized (i.e. hazard areas, other out of bound areas etc.)
- 12.2 Cain's Quest will have a Cain's Quest Official at several "Express Checkpoints." Racers are required to stop briefly at these checkpoints. Any team attempting short cuts off the Cain's Quest mandatory course by way of areas deemed as "off limits" will be penalized. This penalty will be determined by the Race Marshal.
- 12.3 Racecourse and Rules may be changed. Racers will be notified should this occur.
- 12.4 All road crossings are to be treated as mandatory stop signs.
- 12.5 Due to safety concerns the Trail from Valley Bite to the checkpoint in Rigolet will be a max of 50 km/h speed limit which is on groomed trail. This is a mandatory route.
- 12.6 Conditions may change and any further information regarding the Racecourse will be addressed at the Mandatory Driver's Meeting and will be treated as part of the Cain's Quest Rules.
- 12.7 Support Teams are not permitted to break trail.

**13 FEES AND CASH PRIZES**

13.1 All entry fees are non-refundable.

13.2 If there are no qualified money finishers, the purse will be held in escrow for the following race.

13.3 The payout positions for 2023 are as follows:

<b>Finish Position</b>	<b>% Payout</b>	<b>Total</b>
<b>1<sup>st</sup> Place</b>	50%	\$50,000
<b>2<sup>nd</sup> Place</b>	30%	\$30,000
<b>3<sup>rd</sup> Place</b>	20%	\$20,000

## 14 GAS STOPS AND FUELING

- 14.1 All designated gas stops are checkpoints.
- 14.2 Fuel can be purchased from community pumps at Churchill Falls (1&18), Happy Valley-Goose Bay (2), Rigolet (3), Cartwright (5), Port Hope Simpson (6), Red Bay (7), L'Anse au Clair (8), North West River (10), Postville (11), Makkovik (12), Hopedale (13), Nain (14), and Natuashish (15).
- 14.3 Remote fuel can be pre-purchased for checkpoint 17, which is a remote fueling station in Sail Lake. Fuel must be pre-purchased and will not be for sale at this location unless purchased in advance.
- 14.4 Two-stroke oil will be the responsibility of the Racers. All gas at official Cain's Quest fueling stations will be high octane (91). Racers may carry octane booster if necessary.
- 14.5 To avoid leakage, all lids must be put back on fuel containers and containers left upright. Fuel cans designed by the manufacturer to be stored on their side, must be stored on their side.
- 14.6 When entering gas stops or fueling stations, Racers will proceed with caution.
- 14.7 Only a Racer can sign for fuel for their Race Team at a Cain's Quest remote fueling station. The Racer that signs the fuel form will be charged for the full amount of fuel he/she signs for. Racers are responsible for purchasing gas at community gas stations. These stations are not considered Cain's Quest remote fueling stations. Snow Machines must be turned off when fueling. Smoking is not permitted within 10 feet of fueling station.

1.1.

## APPENDIX A: Checkpoint Coordinates and Distances

Chkpt#	Name	Type	Northing	Easting (Westing)	Leg Length (km)	Total Distance (km)
Start	Labrador City	Start	52°56'12"N	66°54'47"W	0	0
1	Churchill Falls	Express	53°31'51"N	64°00'04"W	280	280
2	Happy Valley-Goose Bay	Layover (12hr)	53°18'39"N	60°22'38"W	320	600
3	Rigolet	Express*	54°10'44.4"N	58°26'056"W	164	764
4	MMP	Express	53°52'22.3"N	58°21'31.3"W	95	859
5	Cartwright	Express*	53°42'33.2"N	57°01'1.83"W	130	989
6	Port Hope Simpson	Layover (12hr)	52°32'49.7"N	56°17'53.3"W	180	1169
7*	Red Bay	Express*	51°44'01.6"N	56°25'27.6"W	140	1309
8*	L'Anse Au Clair	Express*	51°25'54"N	57°03'57"W	60	1369
9*	Eagle Plateau	Express*	52°41'12.2"N	58°30'19.5"W	240	1609
10	Northwest River	Layover (12hr)	53°31'30"N	60°08'37"W	235	1844
11	Postville	Express*	54°54'40.2"N	59°46'25.8"W	305	2149
12*	Makkovik	Express*	55°05'14.5"N	59°11'15.4"W	55	2204
13*	Hopedale	Express*	55°27'09.9"N	60°13'46.9"W	160	2364
14	Nain	Layover (12hr)	56°32'33.2"N	61°41'17.7"W	180	2544
15	Natuashish	Express*	55°55'05"N	61°06'27"W	100	2644
16	Border Beacon	Express	55°20'09.9"N	63°11'09.9"W	175	2819
17	Sail Lake	Express	54°23'18.5"N	63°11'36.7"W	175	2994
18	Churchill Falls	Layover (8 hr)	53°31'39.4"N	64°00'32.1"W	165	3159
Finish	Labrador City	Express	52°56'45.0"N	52°56'15.0"W	280	3530

(1) All coordinate data uses WGS84 Datum and Lat/Long coordinate system.

(2) Total Layover Time: 56 hours

(3) Total route length: 3349km

(4) \* Express Community Checkpoint which includes a mandatory 1 hour "off the clock" stop for fan engagement.

## APPENDIX B: Layover Times

2023 LAYOVERS	
Layover Location	Layover Hours
Happy Valley-Goose Bay	12
Port Hope Simpson	12
Northwest River	12
Nain	12
Churchill Falls	8
<b>TOTAL</b>	<b>56</b>

## CAIN'S QUEST RULES – GLOSSARY OF TERMS

**Air Support:** Any assistance provided by aircraft, aircraft personnel, drones or drone personnel that may follow along or be present during any part of the race event.

**Assistance:** As it relates to Section 4.4 under “Racer’s Rules” this term is defined as any assistance other than: assisting with permitted repairs to or fueling a snow machine, air support, and other exceptions indicated in this section.

**Cain’s Quest Officials:** Cain’s Quest officials include all Cain’s Quest Committee members, the Race Marshal, and during the race any person designated as such by Cain’s Quest. During the event, all Cain’s Quest Officials shall have badges identifying them as such.

**Checkpoint Officials (Official Checkers):** Checkpoint Officials are Cain’s Quest designated volunteers at the specific checkpoints and villages along the Racecourse. Checkpoint Officials will have insignia designating them as such. Checkpoint Officials shall not interpret the Rules and have no authority to interpret or opine on the Rules. Checkpoint Officials are responsible for receiving pre-Race Cain’s Quest supplies, checking Racers in and out of checkpoints by having both Race Team members sign the check in form, recording information on the designated sheets, and calling information in to Cain’s Quest headquarters. Checkpoint Officials are not Cain’s Quest Officials” and have no authority to interpret the Rules, or responsibility for individual Team equipment and supplies. Checkpoint Officials cannot give different Race Teams the same time.

**Express Checkpoint:** Express Checkpoints are smaller checkpoints that all Racers must pass through. Racers are required to check-in however a layover is not required.

**Layovers:** Layovers are designated rest stops for Racers and are required. If the minimum layover requirement is not met, the Race Team will be disqualified from the Race.

**Officiating Committee:** A volunteer committee tasked with assisting the Race Marshal in protest and penalty operations as needed.

**Off the Clock:** Any time spent during a layover not completing permitted repairs to a Snow Machine or unloading or loading a Snow Machine; or any time spent that has been allotted or designated by Cain’s Quest for race delay, hold time or as indicated by a Cain’s Quest Official.

**On the Clock:** Actual racing time along with any mechanical time spent completing permitted repairs to a Snow Machine/Sleigh during the race as well as packing and unpacking the Sleigh (if utilized)

**Protest:** A protest is an allegation of unfair participation and practices during the race and may only be filed by a Racer or Team Manager during the Race

**Racer:** Any active entrant in a Cain's Quest Race.

**Race:** Means the Race as constituted for 2023 commencing on or about March 4, 2023.

**Race Marshal:** The Race Marshal is the individual appointed by Cain's Quest to interpret the Rules governing the Race during the event. The Race Marshal's determination is final.

**Race Team:** A registered pairing of Racers.

**Racers (Driver's) Meeting:** The Racers Meeting is held prior to race day to determine that all Racers understand the Race Rules, trail conditions, etc. and are granted the opportunity to have any questions answered and Rules interpreted as needed. Racers will not be permitted to contest the Rules at this event unless raising a potential safety concern. Racers will be notified of any last-minute changes to the Rules prior to departure on Race day.

**Race Team:** Includes the Racers, the Team Manager, and any other person who is actively assisting or supporting the Racers in respect of the Race on the Racecourse.

**Restricted Speed Zone:** An area indicated by signage that reduced speeds are required. These areas may be monitored by radar.

**Safety Equipment:** All required survival and safety equipment (see section "Snowmobile Description") to be carried with all racers on their person or snow machine during the event.

**Safety Inspection:** The safety inspection is a mandatory gathering of Racers and Participants whereby each Racer and Snow Machine are checked out by designated Cain's Quest Officials to ensure the required equipment is in place to participate in the Race. In the event a Race Team does not have all the required equipment, they will have until the Race starting line-up to acquire the correct equipment. If the Race Team is unable to accomplish this, they will forfeit their entry fee and will not be eligible to race.

**Sleigh:** For the purposes of this event a sleigh is defined as a vehicle or apparatus, with or without runners, utilized for carrying gear and or gas.

**Snowmobiles or Snow Machines:** For this event a snowmobile and snow machine are one and the same and are defined as a snow vehicle, track driven and ski steered, 4 stroke or 2 stroke. No minimum CC limit is required. Snowmobiles for this race must follow the basic design of skis, fuel tank, engine, and seating for racer. They must be steered by handlebars that control the skis and by shifting the position of the racer. Acceleration and braking are controlled.

Further requirements are listed in the “Equipment Requirements” section in the Cain’s Quest Rules. Snow machines for the purposes of this race also include attached sleighs.

**Start Drawing:** The start drawing is held typically after the Racers Meeting or at Racer sign-in for Racers to have the opportunity to draw for their starting order. The arm bands/bibs are issued prior to the starting order drawing and do not determine starting order. Once a starting position has been drawn, it may not be changed or transferred to another pair of Racers. Racers will line up in their starting position no later than one hour prior to start time on race day.

**Staged Finish:** A planned finish in which teams deliberately cross the finish line simultaneously.

**Support Team:** Support Team members are persons actively engaged in the support of a Race Team. Support Teams are not registered with Cain’s Quest. Cain’s Quest disclaims all obligations and responsibilities of every kind and nature with respect to Support Team. All obligations, duties or other responsibilities for Support Team members, including safety, rest solely with the Racers and the Racers accept sole responsibility for their Support Team members.

**Team Manager:** A team manager is a registered representative of a registered Race Team that will act as the team’s official communications contact during the event.