



# CAIN'S QUEST 2026 RULES

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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 2026, the route starts in Labrador City and extends through the communities of Fermont and Schefferville QC, back to Labrador City, Nain, Natuashish, Hopedale, Postville, Makkovik, Rigolet, Happy Valley-Goose Bay, North West River, Churchill Falls and concluding in Labrador City.
- 1.3 Racers must brave constantly changing extreme weather conditions including heavy rain or blizzards pushing their snowmobiles and bodies to the limits to reach the finish line. Cain's Quest is a true test of team work and preparedness on a snowmobile.
- 1.4 Race Teams will display honour and integrity in all aspects of their involvement with the race. Race Teams 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 by credit card or cheque once a race teams' registration forms are complete and waivers are signed. 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.
- 3.4 All registered Race Teams must sign all remaining required forms at or before the "Racer Registration Check-in" event prior to the race start. These may include but are not limited to: Media Release form, Medical form, and Cain's Quest Insurance Waiver form. Racers will be required to bring with them a government-issued photo I.D.. NO EXCEPTIONS WILL BE ACCEPTED FOR THIS REQUIREMENT.
- 3.5 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.
- 3.6 Substitute racers must be registered with Cains Quest prior to the "Racer Check-In" event. They will be held to the same requirements as the original racers, needing to have all forms and documents including headshot, submitted to be considered a replacement. Failing to do so will make the substitute racer ineligible as a racer.
- 3.7 Only one of the two originally registered racers may be replaced. If both original Racers forfeit, the team is forfeited.
- 3.8 No refunds of entry or other fees will be made after the official decision to race is made.

- 3.9 If all available race team registrations are full at the time that a race team forfeits, the forfeiting race team will be replaced on a first come first served basis, in the order received during the registration process.
- 3.10 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 the team communication rep and support teams to carry similar insurance.
- 3.11 Specific team numbers may be requested upon registration and/or reserved by phoning the office. 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 the first opportunity to pay the reservation fee (\$100) 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 reservation fee is refunded once the team registration fees are paid in full.
- 3.12 Each race team must designate a "Team Communication Rep". The team communication rep will be THE ONLY point of contact between Cain's Quest and the race team and will be responsible to provide Cain's Quest a working number to be reached at all times. The team communication rep is not required to be on site but must be accessible to receive Cain's Quest calls 24/7 while the race is ongoing. The team communication rep will have 2-way satellite communication with the racers (at least one, preferably both) and are responsible for receiving and relaying information in the event of an emergency or important mid-race announcement.
- 3.13 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.
- 3.14 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.
- 3.15 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, penalties or disqualification.

- 3.16 ALL RACERS must register at the mandatory “Racer Check-In” event to pick up racer kits and sign any required documentation.
- 3.17 ALL RACERS must attend mandatory “Tech Inspection and Gear Checks” prior to race day at a time specified in the race itinerary.
- 3.18 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 communication rep or any support person of their choosing.
- 3.19 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 the 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 routes between checkpoints for different purposes. Race teams should always anticipate encountering people and/or animals during the Race. Racers must give right of way to those encountered.
- 4.2 Cain's Quest reserves the right to refuse entry to or disqualify any racer or race team for any reason including not possessing sufficient survival equipment, unsportsmanlike conduct, breach of Cain's Quest rules, and failure to provide consistent 2 way satellite communication ability with their communication rep.
- 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 snowmobiles, 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 the 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 advanced opportunities to pose questions and concerns regarding the 2026 Rule document. Race teams will have up to 2 weeks prior to the driver's meeting 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 2026 rules must be in writing and can be submitted to [info@cainsquest.com](mailto:info@cainsquest.com).

- 4.8 Cains Quest will allow one (1) racer from the team to be replaced with a substitute racer before the race start, not during the race. The substitute racer must be registered with Cains Quest prior to racer check-in of race week.

## 5 CODE OF CONDUCT

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

- 5.1 Racers and support teams will always conduct themselves in a prudent and respectful manner.
- 5.2 Any unsportsmanlike conduct before, during, or after the race 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 or support team members present negative publicity in any form to the media or the public in general.
- 5.4 Racers working on a snowmobile and/or related equipment must not obstruct other racers.
- 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 snowmobile in an unsafe manner. Racers should always be prepared for any kind of traffic during the Race including traffic that is not a part of the Cain's Quest event. All non-race related traffic will be given the right of way by racers.
- 5.6 Racers will not block access into or out of a checkpoint and/or impound areas.
- 5.7 Racers shall not sabotage race markers, racer's snowmobiles, equipment, or other infrastructure or property either intentionally or accidentally. Breach of this rule may result in immediate disqualification.
- 5.8 Any behaviour deemed inappropriate by race officials will not be tolerated. Penalties or disqualification may apply.
- 5.9 Littering during the race 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 communication reps will always treat Cain's Quest officials, volunteers, staff, committee and board members with respect.
- 5.12 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 will be held accountable for their support teams 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 substitute racers are required to sign the "Release and Waiver of Liability and Indemnity Agreement" and acknowledge 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). 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 during the race.
- 6.4 Snowmobiles for each race team must finish the race with the original tunnel. At the safety inspection, Cain's Quest officials will record the VIN for each snowmobile. The VIN must always be visible and will be checked randomly by the race marshal or checkpoint official at any checkpoint during the race. Any custom wraps/decals/fabrications shall not cover the VIN of the snowmobile.
- 6.5 Race teams are responsible for the clearing of all parts, snowmobiles, 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 snowmobile 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. Snowmobiles 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 the snowmobile 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 the 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 There is to be no use of private aircraft for active race teams during the race or along the race route during the event.
- 6.13 Each team shall have a GPS unit, a 2-way satellite communication device (preferably both racers to communicate with the team communication rep) and must have a good operating knowledge of the units.
- 6.14 All work performed on snowmobiles, outdoors or indoors, must be done “on the clock” during the race. No work will be performed behind closed doors. Cain’s Quest officials must have immediate access, outdoors or indoors, to observe work performed on snowmobiles. No snowmobiles or parts of a snowmobile may be worked on during a mandatory layover. Snowmobiles 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 snowmobiles and sleighs.
- 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 breathalyzer and drug tests for racers. Any violation of this rule will result in immediate disqualification.
- 6.16 No racer may clear (raise & spin) the track of his/her snowmobile at the starting areas.
- 6.17 If the race marshal suspends the race at any time, racers shall not leave a checkpoint. If a race team is between checkpoints, they are to stop and stay at the next checkpoint. The race marshal will announce when the race is suspended and has resumed.
- 6.18 Racers cannot ride routes between checkpoints or any trail during any layover.

- 6.19 Impound areas are completely off limits except to Cain's Quest officials and/or other race teams "on the clock."
- 6.20 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.
- 6.21 If a racer chooses to tow a sleigh from the start line, the sleigh and snowmobile become "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 during the race, 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.
- 6.22 All checkpoints must be reached consecutively and in order (i.e. race teams cannot go to checkpoint # 6 without first checking into checkpoint #5).
- 6.23 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 pay a \$500 deposit for each tracker upon registration. If the tracker is not returned upon finishing/scratching the race, the racer will not receive their deposit back. Refunds will not be offered for late returns of tracking units.
- 6.24 Cain's Quest may have first aid trained or medical personnel positioned along the race route. For the safety of the racers, the medical personnel may conduct medical checkups on racers if there is a specific concern for health and safety. If a check-up is requested, racers must comply or risk disqualification.
- 6.25 Injured racers shall be reported immediately by race teams involved or race teams who have witnessed an injury. Failure to report a medical issue could result in disqualification.
- 6.26 Each race team will be required to take a 30-minute "off the clock" fan engagement stop at each express community checkpoint.

## 7 EQUIPMENT REQUIREMENTS

- 7.1 An inspection may be made of all snowmobiles that are placed in the money. There is no maximum stock engine size.
- 7.2 All snowmobiles 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 the rear of the 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 as a 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. Only racers are allowed to work on snowmobiles - no pit crews – however, a non-racer may complete welding on snowmobiles that the racer is not permitted to work on but must be done in front of a Cain's Quest official.
- 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 to at least -30 degrees celsius per person. The sleeping bag must cover the racer from head to toe and the insulating fill equally distributed throughout the bag. The sleeping bag cannot be altered and must be able to fully zip with the racer inside.
  - 7.8.2 One complete change of dry clothing (all layers) per person excluding snowmobile suit.
  - 7.8.3 Adequate arctic clothing per person. This includes DRY spare layers with

moisture-wicking socks, base layers, upper and lower thermal mid layers, face mask/ head sock and gloves/mitts. (Temperatures can reach –50 degrees celsius and beyond during the race.) Please note cotton is NOT recommended. Your most important component during Cain's Quest is your clothing for the conditions you will encounter.

- 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 per race team.
- 7.8.6 One GPS system per racer and minimum of one 2-way satellite communication device per team, with two extra sets of batteries or some form of power backup.
- 7.8.7 1 canteen per racer.
- 7.8.8 Hatchet and/or saw per racer.
- 7.8.9 At least 20 waterproof matches or two lighters carried in a waterproof container per racer.
- 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. (i.e. MSR Wind Burner stove system.)
- 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 1 8'x10' brightly coloured (blaze orange preferably) tarpaulin per team
- 7.8.13 Sufficient food for two days (IE: 48-hour MRE kit per racer.
- 7.8.14 One tow strap per race team
- 7.8.15 One flashlight per racer with extra batteries

- 7.8.16 All clothing and food will be in the water-resistant bag.
- 7.8.17 Pan or cup to make and boil water with a minimum of 1-pint capacity per race team.
- 7.8.18 25 ft. of 300lb test or stronger rope per race team.
- 7.8.19 Loss & Theft Insurance is highly recommended.
- 7.9 Each race sled will be equipped with a Cain's Quest tracking unit, which will be mounted on the exterior of the snowmobile. 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 with 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 race route.
- 7.12 Recommended Gear: Carbide runners, helmet light, snow shovel, map, and compass for redundant navigational aids and spare batteries operational in cold weather climates. Additional food, gear, equipment, and emergency items are also encouraged.
- 7.13 Recommended Communication Equipment: It is mandatory that each race team carry a communicator equipped with InReach (or equivalent satellite communication) to allow communication between race teams and the team communication rep during the race. As a precaution only, racers will provide Cain's Quest with direct satellite communication contact information prior to leaving the driver's meeting.

## 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 race route 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 that 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 races 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 race route, as defined in the race route 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. Snowmobiles 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 winter maintained roadways unless indicated in the race route. Should any racer be caught on highways or winter roadways an automatic disqualification may result. (I.e. Esker Road if plowed.)
- 9.11 All signage must be obeyed, especially on groomed trails and restricted speed zones. Non-racers on the trail will be given the right of way.
- 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 will result in 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 Any use of “out-of-bounds” or “off limit” zones will hold a minimum 4-hour penalty, with a review by the officiating committee which may increase the penalty depending on the circumstances, at the absolute discretion of the officiating committee.
- 9.15 All racers will be given advance notice of penalties before having to serve the time in Churchill Falls for incidents occurring previously to this checkpoint.
- 9.16 All-time penalties will be served at Checkpoint 15, Churchill Falls.

## 10 PROTEST PROCEDURES

- 10.1 Protests must be submitted in writing by a racer or team communication rep 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 race 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 communication rep 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 communication reps 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 Time differential will be done in Fermont, Checkpoint #1.
- 11.3 A total of 8 hours layover is to be taken between checkpoint #6 (Natuashish) #7 (Hopedale), #8 (Postville), #9 (Makkovik), and #10 (Rigolet). Layovers taken at these checkpoints must be a minimum of 2 hours. This flexible layover time was intended to break up the long leg between checkpoints and to provide strategic opportunity for teams to manage daylight racing. The layover checkpoints will have limited available space for racers to rest and are not equivalent to a hotel but will be suitable for a short rest period. If the checkpoint FLEX layover space is full, the race team will be required to proceed to the next available FLEX layover checkpoint.
- 11.4 Discretionary layovers can be taken at any official checkpoint “on the clock.”
- 11.5 If a race team leaves a checkpoint, the race team is “on-the-clock” until it reaches a mandatory layover checkpoint.
- 11.6 The designated impound area is outdoors. Use of electricity to keep snowmobiles warm is prohibited. Remote starting device use is prohibited.
- 11.7 Once in a mandatory layover checkpoint, no work on the snowmobile or parts of the snowmobile will be permitted “off-the-clock” or during the designated mandatory layover time. Nothing can be removed from the snowmobile. Once off the clock at a mandatory layover, racers will not be permitted to go back on the clock to access snowmobiles until the mandatory layover is completed.
- 11.8 Both snowmobiles 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.
- 11.9 Only a teammate may tow his/her partner.
- 11.10 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.
- 11.11 Any bags removed from a snowmobile 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

snowmobile or sleigh shall be done “on-the-clock”.

- 11.12 Cain’s Quest officials or checkpoint officials will not leave a checkpoint to take fuel to a racer on the race route 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.
- 11.13 All finishing snowmobiles must remain in the impound area until released by the race marshal.
- 11.14 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 RACE ROUTE

- 12.1 The race route 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 beyond mandatory specified routes in and out of checkpoints.
  - 12.1.3 Marked out of bounds areas.
  - 12.1.4 The forebay in Churchill Falls will be marked to show what is out of bounds.
  - 12.1.5 Other areas to be determined and announced by the race route and officiating committee prior to the race (i.e. hazard areas, other out of bound areas etc.)
- 12.2 Cain's Quest will have a Cain's Quest official at "Express Checkpoints." Racers are required to stop briefly at these checkpoints. Any team attempting short cuts by way of areas deemed as "off limits" will be penalized. This penalty will be determined by the officiating committee.
- 12.3 Race route 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 groomed trail from Valley Bite to the checkpoint in Rigolet will be assessed in advance of the driver's meeting to determine if mandatory and if so will be a max of 50 km/h speed limit.
- 12.6 Conditions may change and any further information regarding the race route 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 once the decision to race has been finalized.
- 13.2 If there are no qualified money finishers, and the race is not cancelled the purse will be held in escrow for the following race.
- 13.3 In the event that the race is cancelled, Cains Quest board of directors will decide how the purse money will be allocated.
- 13.4 The payout positions for 2026 are as follows:

Finish Position	% Payout	Total
1 <sup>st</sup> Place	75%	\$100,000 plus free registration for next race for the same Race Team.
2 <sup>nd</sup> Place	15%	\$15,000
3 <sup>rd</sup> Place	10%	\$10,000

## 14 GAS STOPS AND FUELING

- 14.1 Cains Quest will not have any remote fueling stations. Race teams will be responsible to ensure they have enough fuel to make it from checkpoint to checkpoint.
- 14.2 Support crews are allowed to add gas and oil to a race team's snowmobile at any time.
- 14.3 Fuel can be purchased from community pumps at Fermont (1), Schefferville (2), Labrador City (3), Nain (5), Natuashish (6), Hopedale (7), Postville (8), Makkovik (9), Rigolet (10) , Goose Bay (11), North West River (12), Churchill Falls (15),
- 14.4 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.
- 14.5 When entering gas stops or fueling stations, racers will proceed with caution.
- 14.6 Race teams are responsible for purchasing gas at community gas stations. These stations are not considered Cain's Quest remote fueling stations. Snowmobiles must be turned off when fueling. **Smoking is not permitted within 10 feet of a fueling station.**

## APPENDIX A: Checkpoint Coordinates and Distances

CQ2026 - Checkpoint List					
CP#	Check Point Name	Express/ Layover	Layover Length	Leg Length (km)	Distance From Start (km)
Start	Labrador City	START		0	0
1	Fermont	EXPRESS	Time Correction	30	30
-	Opacopa	MANDATORY WP		65	95
-	Atikonak	MANDATORY WP		180	275
-	Jacopie	MANDATORY WP		150	425
2	Schefferville	EXPRESS		225	650
3	Labrador City	LAYOVER	12hr	275	925
4	Sail Lake	EXPRESS		360	1285
-	Border Beacon	MANDATORY WP		150	1435
5	Nain	LAYOVER	12hr	280	1715
6	Natuashish	EXPRESS	8hr Flex Layover (2 hr min)	115	1830
7	Hopedale	EXPRESS		100	1930
8	Postville	EXPRESS		100	2030
9	Makkovik	EXPRESS		75	2105
10	Rigolet	EXPRESS		200	2305
11	Goose Bay	LAYOVER	12hr	180	2485
12	North West River	EXPRESS		40	2525
13	Nipishish	EXPRESS		160	2685
-	Snegamook	MANDATORY WP		110	2795
14	Sail Lake	EXPRESS		185	2980
15	Churchill Falls	LAYOVER	6hr	160	3140
Finish	Labrador City	FINISH		260	3400

- 1) Total Layover Time: 50 hours
- 2) Total route length: 3400km
- 3) Express Community Checkpoint which includes a mandatory 30 minutes “off the clock” stop for fan engagement.
- 4) All coordinate data uses WGS84 Datum and Lat/Long coordinate systems.

## APPENDIX B: Layover Times

2026 LAYOVERS	
Layover Location	Layover Hours
Labrador City	12
Nain	12
Goose Bay	12
Flex	8
Churchill Falls	6
<b>TOTAL</b>	<b>50</b>

## 1. CAIN'S QUEST RULES – GLOSSARY OF TERMS

**Active Racer:** A registered racer who is still participating in the race and has not been disqualified or scratched.

**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 6.3 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:** Means any Express Checkpoint, Express Community Checkpoint, or Layover.

**Checkpoint Officials (Official Checkers):** Checkpoint officials are Cain’s Quest designated volunteers at the specific checkpoints and villages along the Race Route. 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 into 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.

**Express Community Checkpoint:** Express community checkpoints are checkpoints that all racers must pass through. Racers are required to layover for 30 minutes for community/fan engagement.

**FLEX Layover:** Mandatory flexible rest stops to be used between defined checkpoints with a set minimum and maximum hours that racers must use (8 hours FLEX time between 5 checkpoints).

**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 snowmobile or unloading or loading a snowmobile; 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 snowmobile/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 communication rep during the race

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

**Race:** Means the race as constituted for 2026 commencing on or about Feb 22, 2026.

**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 safety related changes to the rules.

**Race Team:** Includes the racers, the team communication rep, and any other person who is actively assisting or supporting the racers in respect of the race on the race route.

**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 snowmobile during the event.

**Safety Inspection:** The safety inspection is a mandatory gathering of racers and participants whereby each racer and snowmobile 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:** For this event a snowmobile is 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 the 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. Snowmobiles 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 by a race team to another race team. 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.

**Substitute Racer:** An alternate racer fully registered and in compliance with these rules prior to the start of the race.

**Support Team:** Support team members including the team communication rep. 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 the 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 Communication Rep:** The sole registered representative of a race team who will act as the race team's sole point of contact with Cain's Quest during the race. The team communication rep will be accessible 24/7 during the race.