



CAIN'S QUEST 2026 RULES

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Final

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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, highlight Labrador, and unite its people.

2. EVENT OVERVIEW

- 2.1 Cain's Quest is the world's most extreme snowmobile endurance race - period.
- 2.2 Race teams consist of two (2) people and two (2) snowmobiles who travel on 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, Northwest River, Happy Valley-Goose Bay, Churchill Falls and concluding in Labrador City.
- 2.3 Racers must brave constantly changing extreme weather conditions including heavy rain or blizzards pushing their snowmobiles and bodies to their limits to reach the finish line. Cain's Quest is a true test of teamwork and preparedness on a snowmobile.

3. LIABILITY

- 3.1 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.
- 3.2 Each race team acknowledges that: Cain's Quest has limited resources; is dependent on sponsorship for a massive portion of its funding; functions with limited employed staff and hundreds of volunteers. Cain's Quest must organize the event in some of the most remote and uninhabited locations, potentially under severe weather conditions. Cain's Quest cannot and does not commit to perform obligations or responsibilities of any kind.
- 3.3 Cain's Quest (CQ) denies all obligations and responsibilities of every kind and nature. Cain's Quest shall have no duty of any kind or nature to race teams and shall perform only such acts as deemed necessary at Cain's Quest's 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.

- 3.4 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.
- 3.5 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 responsible for obtaining and maintain appropriate insurance covering all such risks.
- 3.6 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.

IMPORTANT NOTE

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THE RULES AND REGULATIONS IN THIS PUBLICATION. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND ARE IN NO WAY A GUARANTEE AGAINST INJURY OR DEATH TO SPECTATORS OR PARTICIPANT.

4. REGISTRATION AND ENTRY

- 4.1 No person under the age of eighteen (18) will be permitted to participate as a Racer.
- 4.2 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 color 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.

- 4.3 Race teams that have reserved entry will then have to confirm entry by payment of all required entry fees. All fees must be paid by credit card or cheque once a race team's 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.
- 4.4 All registered Race Teams must sign all remaining required forms at or before the "Racer Registration Check-in" event prior to the race start time. 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 identification. **NO EXCEPTIONS WILL BE ACCEPTED FOR THIS REQUIREMENT.**
- 4.5 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.
- 4.6 Cains Quest will allow one (1) racer from the team to be replaced with a substitute racer **2 hours** before the team's scheduled start time, NOT during the race. 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. ALL Substitute Racers MUST attend the Mandatory Racer's Meeting. Failing to do so will make the substitute racer ineligible as a racer.
- 4.7 Only one of the two originally registered racers may be replaced. If both original Team Racers forfeit, the team is forfeited.
- 4.8 All entry fees are non-refundable once the registration window is officially closed. Unless a decision to cancel the race has been made by the Cain's Quest Board of Directors. Refund of collected fees will be determined by the Cain's Quest Board of Directors before cancellation.
- 4.9 If a registered team decides to withdraw prior to the closing registration date and the **roster is full**, the next team on the wait list can register based on a first come first served basis, in the order received.
- 4.10 Registration fees include meals and accommodation 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.

- 4.11 Specific team numbers may be requested upon registration and/or pre-reserved by confirmation with Cain's Quest administration. 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.
- 4.12 Each race team must designate a "Team Communication Rep." The team communication representative is the main contact for a Cain's Quest Race Team and must provide a reliable phone number available 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.
- 4.13 Cain's Quest reserves the right to refuse entry to or withdraw from any race team for reasons of safety, breach of event rules, or failure to meet specified requirements and maintain registration status.
- 4.14 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.
- 4.15 All race teams must attend all mandatory events as identified in the "Race Itinerary" to maintain registration eligibility. Failure to comply may result in fines, penalties, or disqualification.
- 4.16 ALL RACERS must register at the mandatory "Racer Check-In" event to pick up racer kits and sign any required documentation.
- 4.17 ALL RACERS must attend mandatory "Tech Inspection and Gear Checks" prior to race day at a time specified in the race itinerary.
- 4.18 ALL RACERS must attend the Mandatory Racer's Meeting this also includes all registered Substitute Racers. One (1) support person (per race team) may attend if no Substitute Racer is registered for that team. A support person may not take the place of an absent racer. ALL 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 permission from the Race Marshal.

4.19 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.

5. GENERAL COMPETITION RULES

5.1 Each racer is required to adhere to Cain's Quest Rules. It is the race team's responsibility to be aware of regulations provisioned by Federal, Provincial, Territorial, and Municipal governments.

5.2 Race teams should be aware that other people use the routes between checkpoints for different purposes. Race teams should always anticipate encountering any motorized all-terrain vehicles, people, and/or animals during the Race. Racers must give the right-of-way to those encountered.

5.3 Cain's Quest reserves the right to refuse entry to or disqualify any racer or race team for any reason including not possessing mandatory gear, unsportsmanlike conduct, breach of Cain's Quest rules, and/or failure to provide consistent 2-way satellite communication ability with their communication rep.

5.4 Interpretation of the Cain's Quest rules is strictly at the discretion of the Race Marshal.

5.5 Cain's Quest officials, or designates, may photograph or record video footage of snowmobiles, racers, and gear during the race at any time. Racers consent to the use of the photographs by Cain's Quest for any purpose at the sole discretion of Cain's Quest.

5.6 All 'scratches' must be reported at the nearest checkpoint as soon as possible.

5.7 To avoid confusion for the public and business community, Race Teams are not permitted to use the Cain's Quest logo on advertisements, posters, promotional materials (merchandise intended for resale) and/or team hosted events for purpose of fundraising or sponsorship. Use of the logo in these contexts may lead individuals to believe an event or product has been officially organized or sanctioned by Cain's Quest.

Teams are permitted to use the Cain's Quest logo on personal team apparel (such as jerseys, jackets, or hoodies), race sleds, snowmobiles and team trailers and/or motor vehicles for non-commercial use.

5.8 Race teams will have up to two (2) weeks prior to the Mandatory Racer's Meeting to submit via e-mail to the Race Marshal, any questions, and concerns regarding the Cain's Quest Rules document. Responses may be provided during the Mandatory Racers Meeting in the presence of all Race Teams. There will be no rule negotiations at the Mandatory Racer's Meeting. This meeting will be to discuss race routes and any updates to the previously issued rules document.

racemarshal@cainsquest.com

6. CODE OF CONDUCT

6.1 **In the spirit of good sportsmanship and Cain's Quest, all participants must adhere to the following sub-sections below from 6.2 through to 6.12 inclusive.**

6.2 Racers and support teams will always conduct themselves in a prudent and respectful manner.

6.3 Any unsportsmanlike conduct before, during, or after the race will subject the racer and/or the race team to immediate disciplinary action including but not limited to disqualification or banning from future race events. This will be a decision made by the Race Marshal and/or Board of Directors.

6.4 In no way shall any racer or support team member present negative publicity in any form to the media or the public in general.

6.5 Racers working on a snowmobile and/or related equipment must not obstruct other racers.

6.6 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.

6.7 Racers will not block access into or out of a checkpoint and/or impound areas.

6.8 Racers shall not intentionally sabotage / damage signage, racer's snowmobiles, equipment, infrastructure, and/or private property. Breach of this rule may result in immediate disqualification.

6.9 Littering during the race will not be tolerated. This includes dropped gas containers and/or water bottles full or empty.

6.10 Racers should mark safety hazards on the trail, only if safe to do so.

- 6.11 Race Teams will display honor and integrity in all aspects of their involvement with the race. Will always treat Cain's Quest Officials and Local Communities with respect and understand that official decisions will be final.
- 6.12 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, conduct that violates the spirit of good sportsmanship or the race 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.

7. RACER'S RULES

- 7.1 All mandatory gear MUST remain with the race team throughout the duration of the race. Any items used between checkpoints must be replaced prior to leaving the next layover checkpoint. Random checks can and will be conducted at the discretion of Cain's Quest officials. (i.e., food, pressurized fuel canisters, first aid supplies etc.)
- 7.2 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 the Mandatory Racers Meeting.
- 7.3 Only active racers may physically assist other racers during the race. (i.e., pull-on skis)
- 7.4 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 (vehicle identification number) 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.
- 7.5 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 can be discarded at the next checkpoint, including the finish line.
- 7.6 Penalty or disqualification will be imposed for any race team possessing a "Clone Sled" at any time during the race. To officially place, a winning team must start and finish with the same vehicle information numbers (VIN)s of the registered snowmobile.
- 7.7 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.
- 7.8 All sponsored items and logos furnished by Cain's Quest must be clearly and creatively displayed on the exterior of the snowmobile or helmets.

- 7.9 Helmets with standards; ECE, 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.
- 7.10 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.
- 7.11 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.**
- 7.12 **Racers MUST stop and give aid if they come upon another person in a life-threatening situation.** Cain's Quest supports and encourages the Newfoundland and Labrador Emergency Medical Aid Act. (Good Samaritan Law). The amount of time spent by a race team providing Emergency Medical Aid will be investigated by Cain's Quest Officials. A determination of any lost time will be made by the Race Marshall and Cain's Quest Board of Directors. If the time spent is determined to be valid, it may be eligible to be recorded as 'off-the-clock' status.
- 7.13 There is to be no use of 'air support' for active race teams during the race or along the race route during the event. Immediate disqualification will apply.
- 7.14 Each team must be equipped with a GPS unit and a 2-way satellite communication device (preferably both racers to communicate with the team communication rep). Racers must have a good operating knowledge of these devices.
- 7.15 All work performed on snowmobiles, outdoors or indoors, must be done "on the clock" during the race. No work will be done 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 active racers will be permitted to work on snowmobiles and sleighs.
- 7.16 Use of alcohol and drugs by any racer from the start of the race to the finish of the race is prohibited. Cain's Quest reserves the right to arrange for random breathalyzer and/or drug testing for racers. Any violation of this rule will result in immediate disqualification.
- 7.17 No racer may clear (raise & spin) the track of his/her snowmobile at the starting areas.

- 7.18 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 will resume.
- 7.19 Racers cannot ride routes between checkpoints or any trail during any layover. Impound areas are completely off limits except to Cain's Quest officials and/or other race teams "on the clock."
- 7.20 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.
- 7.21 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.
- 7.22 All checkpoints and mandatory waypoints must be reached consecutively and, in the order outlined in Appendix A. (i.e., race teams cannot proceed to checkpoint # 6 without first checking into checkpoint #5 and traversing through each mandatory waypoint in sequence between.) Mandatory waypoints are included in some legs of the overall route to ensure race teams are routed around known safety hazards.
- 7.23 Tracking units provided by Cain's Quest may 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 Cain's Quest HQ 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.
- 7.24 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. All medical checks will be conducted 'off-the-clock.' All reasonable attempts will be made to provide a confidential and secure environment.
- 7.25 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.
- 7.26 Each race team will be required to take a 30-minute "off the clock" fan engagement stop at each express community checkpoint.

8. EQUIPMENT REQUIREMENTS

- 8.1 An inspection may be made of all snowmobiles that are placed in the money. There is no maximum stock engine size.
- 8.2 Brakes, headlights, tail/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 reflective area of not less than 19 sqr cm.
- 8.3 Broken windshields must be made safe or replaced.
- 8.4 Rear suspension assemblies consisting of assembled torque arms, slide rails, shocks, and hyfax (track slides) cannot be replaced as a whole. These assemblies must be repaired with individual components.
- 8.5 Any race team may accept gas, parts, or tools from anyone. Only active racers are allowed to work on snowmobiles - no pit crews or support team members. However, a non-racer may complete welding on racer's snowmobile.
- 8.6 **Each Race Team is required to carry the following:**
- Arctic sleeping bag safe to at least -30 degrees Celsius per person. The sleeping bag must cover the racer from head to toe, and the insulation equally distributed throughout the bag. The sleeping bag must not be modified and should completely enclose the person inside.
 - One complete change of dry clothing (all layers) per person excluding snowmobile suit.
 - 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 critical component during Cain's Quest is your clothing for the conditions you will encounter.
 - One (1) pair of waterproof snowmobile boots rated for -40 degrees Celsius. (If not waterproof, spare liners are required).
 - One (1) First aid kit per race team, meeting or exceeding: CSA Z1220-17 Type 2 standard (basic 2 to 25 workers).
 - One (1) 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.
 - One (1) canteen per racer.
 - One (1) Hatchet and/or saw per racer.

- At least twenty (20) waterproof matches or two lighters carried in a waterproof container per racer.
- 'Arctic stove' and a minimum of two (2) cans of heat cooking fuel per race team.
- One two-man "4-season" expedition freestanding tent per race team or one substantial, water resistant (bivouac) bivy bag (space blankets are permitted in addition to but not alone) for each team member.
- One (1) ea. 8' x 10' brightly colored (blaze orange preferably) tarpaulin per team.
- Sufficient food for two (2) days (i.e., 48-hour MRE kit per racer.)
- One (1) tow strap per race team
- One (1) flashlight per racer with extra batteries
- All clothing, food and moisture sensitive gear will be in the water-resistant bag.
- Pan or cup to make and boil water with a minimum of 1-pint capacity per race team.
- 25 ft. of 300lb test or stronger rope per race team.
- Loss & Theft Insurance is highly recommended.

8.7 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 tracking unit will be performed by Cain's Quest officials. No racing team will be permitted to race without the tracking unit installed.

8.8 Each racer will certify upon signing the Safety Inspection form, compliance with the mandatory equipment.

8.9 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 designate, anywhere along the race route. Inspections will be conducted off the clock.'

8.10 Recommended Gear: Carbide runners, helmet light, snow shovel, map, and compass for redundant navigational aid and spare batteries operational in freezing weather climates. Additional food, gear, equipment, tools, and emergency items are also encouraged.

8.11 Recommended Communication Equipment: It is mandatory that each race team carry a 2-Way satellite communication device. i.e., Garmin InReach or Iridium / Globalstar Satellite phone). Required for communications between a race team and their team communication rep during the race. As a precaution only, racers will provide Cain's Quest with direct satellite communication contact information prior to the racer's check-in (mandatory).

9. START/FINISH METHOD

- 9.1 Starting positions are determined by drawing numbered cards at the mandatory racer's meeting.
- 9.2 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 their designated start time.
- 9.3 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.
- 9.4 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.
- 9.5 All race teams must be at the finish line (Labrador City) within eighteen (18) hours (on the clock) of the first active race team to cross the finish line. Any race team that does not get to the finish line (Labrador City) within the required time limit will be scratched.
- 9.6 It is preferred that racers arrive at the finish line during daylight hours or 'Daylight Finish.' This is for many reasons but primarily for spectators and marketing purposes. Hence, the leading race team must arrive at Checkpoint #15 (Churchill Falls) before 8:01 am. Upon arrival they must complete their six (6) hour mandatory layover, setting the earliest departure deadline at 2:01 pm. Any departure after this deadline may not support a 'Daylight Finish.' After the departure deadline is crossed the Race Marshal may impose an additional "off the clock" delay until 6:00 am the next morning. This is the "Hold-up Time Differential (HTD)" that each subsequent race team will be delayed or until the first three (3) lead teams cross the finish line, at which time all remaining teams will no longer be required to wait out the HTD, it will be factored into the official race times.

10. DISQUALIFICATIONS AND PENALTIES

- 10.1 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 Team. Any penalties imposed by the Race Marshal will be consistent and fair. **All decisions of the Race Marshal are final.**
- 10.2 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, the racer has a medical or physical problem that poses a hazard to themselves or others.
- 10.3 Any racer or race team found to have violated the rules will be liable for the costs incurred in the determination of said infraction.

- 10.4 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.
- 10.5 Teams that do not follow the specified race route, as defined in the race route section of these rules, may be disqualified.
- 10.6 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, this is at the discretion of the Race Marshal. Snowmobiles, racers, and mandatory gear are required at the safety inspection. Tardiness or inadequate mandatory gear will be penalized.
- 10.7 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 mandatory waypoints. Both racers must sign-in at each checkpoint and tag (via GPS data record) mandatory waypoints in the designated sequence as outlined in appendix A. Any race team that attempts to check-in to a checkpoint out of the designated sequence will be disqualified. Race teams cannot take the same time at a checkpoint.
- 10.8 Railway tracks are to be treated as road crossings. Only to be crossed at 90 deg (perpendicular) to the rail bed when completely safe. Any racer caught travelling parallel to the rail bed and inside the cleared areas (maintenance-of-way) will be disqualified. Race teams are solely responsible for navigating all rail crossings.
- 10.9 Racers are NOT permitted on groomed trails, highways, power transmission corridors, or plowed roads, UNLESS indicated in the official race route or when required to cross. Crossings must be approached at 90 deg / perpendicular to the direction of travel. The edgeway must be treated as a stop sign. Should any racer(s) be caught travelling within these maintained infrastructures, an automatic disqualification may result. (i.e., Esker Road if plowed.)
- 10.10 All signage must be obeyed. Speed limited areas on groomed trails, plowed roads, power transmission corridors, entrance / exits to communities and checkpoints as identified on the Cains Quest official route file provided before the Mandatory Racers Meeting. This will be closely monitored through GPS satellite tracking or radar. Failure to abide by this rule will result in a minimum 1-hour (60 min) penalty. Reckless speeding upon entry/exit zone may result in immediate disqualification.
- 10.11 When entering or exiting any checkpoint, with the exception of the finish line, speeds will be restricted on a posted basis.
- 10.12 Any use of 'out-of-bounds' or 'off limit' zones will hold a minimum 4-hour penalty, with a review by the Officiating Team which may modify the penalty depending on the circumstances. This is at the absolute discretion of the Officiating Team.

10.13 Penalties may be served at any subsequent checkpoint as determined by the Officiating Team.

11. PROTEST PROCEDURES

11.1 Protests must be submitted within 30 minutes upon arrival at the next sequential layover protests are to be in writing, signed by both racers and submitted to the Lead Checkpoint Official. At no time will a protest be accepted during an express community checkpoint and/or flex layover. The Checkpoint Official will timestamp and communicate the protest to Cain's Quest Race Headquarters. ALL protests that lead to a race team requiring to exit the race 'scratching' must be timestamped prior to 'scratching.' Only 'active racers may submit a protest. The Race Marshal may be required to interject or extend the process if required to ensure a quick resolution.

11.2 A protest submitted by a race team must include a \$250 protest fee deposit. If the Race Marshal deems the protest is valid, Cain's Quest will retain \$100, and \$150 will be returned to the protester. If the protest is deemed invalid, \$125 goes to the protested race team and Cain's Quest will retain \$125. Protest fees will be processed in Labrador City via credit card pre-authorized by the card holder.

11.3 Once a protest is filed, it cannot be withdrawn.

11.4 Any protest will immediately be reported to Cain's Quest headquarters by a Checkpoint Official or Cain's Quest Official. This action shall be considered as notified. All supporting evidence must be provided to the Cain's Quest Race Headquarters by the race team or team communication rep within four (4) hours of the official written notification. All documentation received will be time stamped by officials at Cain's Quest Headquarters. If no evidence of a violation is provided to Cain's Quest Race Headquarters within this time, the protest will be considered invalid.

11.5 Alleged violations will be reviewed, and any penalties to be assessed will be done so by the Race Marshal in consultation with the Officiating Team.

11.6 Protests must be more than hear-say or word-of-mouth allegations. Evidence is required to support all allegations.

11.7 Protests can be filed "off the clock" and only at a layover checkpoint (not including checkpoints that are designated for flex time).

11.8 If a protest is filed at the finish line, a protest review and determination will be made prior to announcing any official times.

11.9 No appeal will be accepted in relation to the Race Marshal's, Checkpoint Official's, and/or Officiating Team's decisions. Once a decision 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.

12. CHECKPOINTS, LAYOVERS AND THEIR OPERATION

- 12.1 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.
- 12.2 Time differential will be done at the Fermont Checkpoint #1.
- 12.3 At Checkpoints #1 (Fermont) and #2 (Schefferville), ALL race teams are required to provide thirty (30) minutes 'off-the-clock' for "Community / Fan Engagement".
- 12.4 In addition to section 12.3 above, an additional 3.0 hours (0.5hr x 6) of Community Fan Engagement time is mandatory. Racers must provide 30 minutes (off-the-clock) for each of the following checkpoints.
#6 (Natuashish), #7 (Hopedale), #8 (Postville), #9 (Makkovik), #10 (Rigolet) and #11 (Northwest River).
- 12.5 At 5 of these checkpoints mentioned in section 12.4 above **excluding** CP#11 Northwest River, A total of 8.0 hours of Flex Time must be observed. This time is allotted for **REST** and can be spread across any desired combination of these five checkpoints. A minimum of 2 hours up to a maximum of 8 hours (in 2hr increments only) must be declared to check point officials immediately upon arrival to be considered 'off the clock'. Private accommodations for these checkpoints may or may not be available.
- 12.6 If a race team leaves a checkpoint, the race team is "on-the-clock" until the race team 'Checks-In' at next mandatory layover checkpoint.
- 12.7 The designated impound area is outdoors. Use of electricity to keep snowmobiles warm is prohibited. Remote starting device use is prohibited.
- 12.8 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. Random inspections of Mandatory Gear (as listed in Section 8.6 above) may be conducted by Cain's Quest Checkpoint Officials. All inspections will be completed 'off-the-clock'.
- 12.9 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.
- 12.10 Only an active racer may tow another active racer's snowmobile with another race registered snowmobile. Support teams are NOT permitted to provide towing or pulling assistance to active racers.
- 12.11 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 or mode of transport is anything other than a racer's snowmobile. (A Cain's Quest Official may be appointed to oversee any travel related to repairs away from the checkpoint.)

- 12.12 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.”
- 12.13 Cain’s Quest officials or checkpoint officials will not leave a checkpoint to take any item (i.e., fuel / parts) to an active racer on the race route, unless directed by Cain’s Quest Headquarters, for the purpose of addressing imminent danger or injury to a racer. Once a racer receives support from a Cain’s Quest Official, the racer and his/her race team are officially ‘scratched.’
- 12.14 All finishing snowmobiles must remain in the impound area until released by the Race Marshal.
- 12.15 All express checkpoints will be off-limits to support teams unless deemed by a Cain’s Quest Official appropriate for the purpose of addressing imminent danger, injury or other.

13. RACE ROUTE

- 13.1 The race route is not a fixed, mandatory path or trail between designated checkpoints. The Race Route contains official checkpoints and mandatory waypoints as listed sequentially, in Appendix A. These locations are mandatory to be included sequentially in a Race Team’s individually chosen method for navigating a route to the finish line. Referring to the following sections for the non-negotiable exceptions, 13.2 through 13.7 below.
- 13.2 Racers are NOT permitted on groomed trails, highways, power transmission corridors, railways, or plowed roads, UNLESS approved in the official race route file or when required to cross. All these areas, if approved, are **restricted speed zones**. Crossings must be approached at 90 deg / perpendicular to the direction of travel. The edgeway must be treated as a stop sign. Race teams are solely responsible for safely navigating these areas.
- 13.3 Railway tracks are to be treated as road crossings. Only to be crossed at 90 deg (perpendicular) to the rail bed when completely safe. Any racer caught travelling parallel to the rail bed and inside the cleared areas (maintenance-of-way) will be disqualified. Race teams are solely responsible for navigating all rail crossings.
- 13.4 The following points are recognized as ‘Out of Bounds / Off Limits areas.’
- 13.4.1 Marked ‘out-of-bounds’ areas via physical demarcation or as indicated on the official (electronic) Race Route file.
 - 13.4.2 The Forebay in Churchill Falls will be marked on the Race Route File to show what is out of bounds.
 - 13.4.3 Other areas may be determined and announced by the race route and Officiating Team. (i.e., hazard areas, other out of bound areas etc.)

- 13.5 Race routes and rules may be changed. Racers and/or their Race Team Communications Rep. will be notified should this occur. Team Communications Rep's will be required to notify Racers via satellite 2-way communications or other resource if racers are on the trail.
- 13.6 Due to safety concerns the groomed trail from Valley's Bight to the checkpoint in Rigolet will be assessed in advance of the racer's meeting to determine if mandatory and if so will be a maximum speed limit of fifty (50) km/h.
- 13.7 Support teams are not permitted to break trails along the prescribed race route for Race Teams.

14. GAS STOPS AND FUELING

- 14.1 Cains Quest will not have any remote fueling stations. Race Teams will be responsible for ensuring they have enough fuel to make it to community fuel stations or team support.
- 14.2 Support crews are allowed to add gas and oil to a race team's snowmobile at anytime. This activity is done at their own risk. Cain's Quest recommends support team's performing refueling should have a Class B (flammable liquids) portable fire extinguisher readily available.
- 14.3 Fuel may be purchased from community fuel stations at Fermont (CP#1), Schefferville (CP#2), Labrador City (CP#3), Nain (CP#5), Natuashish (CP#6), Hopedale (CP#7), Postville (CP#8), Makkovik (CP#9), Rigolet (CP#10) , Goose Bay (CP#12), North West River (CP#11), Churchill Falls (CP#15). All Race Teams must be cognizant of each fuel station's hours of operation.
- 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 fuel stations. These stations are not considered Cain's Quest remote fueling stations. Snowmobiles must be turned off when fueling. **Smoking is not permitted within ten feet of a fueling station.**

15. Registration Fees, Winning Teams, and Purse Allocation

- 15.1 All entry fees are non-refundable once the registration window is officially closed. Unless a decision to cancel the race has been made by the Cain's Quest Board of Directors. Refund of collected fees will be determined before cancellation.
- 15.2 If there are no qualified money finishers, and the race is not cancelled the purse will be held in escrow for the following race.
- 15.3 If the race is cancelled, Cains Quest board of directors will decide how the purse money will be allocated.

15.4 The payout positions are as follows:

Finish Position	% Payout	Total
1st Place	80%	\$100,000
2nd Place	12%	\$15,000
3rd Place	8%	\$10,000

A1. APPENDIX A: Checkpoints & Mandatory Waypoints Information

CQ2026 - Checkpoint List						
CP#	Check Point Name	Coordinates ⁽⁵⁾ (Lat/Lon, WGS 84)	Express/ Layover	Layover Time ⁽¹⁾	Leg Length (km)	Distance From Start (km)
Start	Labrador City		START		0	0
1	Fermont		Community CP ⁽⁴⁾	Time Correction + 0.5hr ⁽⁴⁾	30	30
1a	Opocopa	N52.57645, W66.56446	MANDATORY WP		65	95
1b	Atikonak	N52.62124, W64.58099	MANDATORY WP		180	275
1c	Jacopie	N53.62577, W64.47129	MANDATORY WP		150	425
2	Schefferville		Community CP ⁽⁴⁾	0.5hr ⁽⁴⁾	225	650
3	Labrador City		LAYOVER	12hr	275	925
4	Sail Lake	N54.38863, W63.19324	EXPRESS		360	1285
4a	Border Beacon	N55.33650, W63.19064	MANDATORY WP		150	1435
5	Nain		LAYOVER	12hr	280	1715
6	Natuashish		Express Community Check Points ⁽³⁾	8 hrs Flex Time + 2.5 hrs Community/Fan Engagement. Total 10.5 hrs ⁽³⁾	115	1830
7	Hopedale				100	1930
8	Postville				100	2030
9	Makkovik				75	2105
10	Rigolet				200	2305
11	Northwest River		Community CP ⁽⁴⁾	0.5hr ⁽⁴⁾	140	2445
12	Goose Bay		LAYOVER	12Hr	40	2485
13	Nipishish	N54.16559, W60.93088	EXPRESS		200	2685
13a	Snegamook	N54.58974, W61.65466	MANDATORY WP		110	2795
14	Sail Lake	N54.38863, W63.19324	EXPRESS		185	2980
15	Churchill Falls		LAYOVER	6hr + DLF ⁽⁶⁾	160	3140
Finish	Labrador City		FINISH		260	3400 ⁽²⁾

Last Edit: January 25, 2026

Notations:

- 1) Total Layover Time: 54.0 hours
- 2) Total route length: 3400km
- 3) Express Community Checkpoint includes any declared flex time (2hrs min up to a max of 8hrs for rest). **PLUS**, an additional 30-minute stop for Community / Fan Engagement, “off the clock” **at each checkpoint**.
- 4) Community Checkpoint **with** 30 min allotted for Fan engagement “off the clock”, **without** flex time.
- 5) All coordinate data uses WGS84 Datum and Lat/Long coordinate systems.
- 6) Mandatory layover time PLUS any additional time required to adjust for a ‘Daylight Finish’ in Labrador City.

A2. APPENDIX B: Layover Times

2026 LAYOVERS	
Layover Location	Layover Hours
Labrador City	12
Nain	12
Goose Bay	12
Flex Time - Minimum of 2 hrs. across 4 CPs' or maximum of 8 hrs. at any 1 of the following 5 CP's #6, 7, 8, 9, and 10. Racer's choice.	8
Community / Fan Engagement (CP #'s 1, 2, 6, 7, 8, 9, 10 and 11)	4
Churchill Falls *	6
TOTAL	54.0

* Layover is to be a minimum of 6 hours PLUS any added time needed to ensure a 'Daylight Finish' of the lead race teams.

A3. 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.

Arctic Stove: A stove that is guaranteed to burn/operate at sub-zero temperatures and windy conditions. (i.e., MSR Wind Burner stove system.)

Assistance: As it relates to Section 7.3 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 Race Headquarters: is the single point of operations and communications for the Cain’s Quest Race.

Cain’s Quest Race Headquarters
206 Baden Powell Rd. Labrador City, NL
Ph. (709) 944-5011
e-mail: info@cainsquest.com

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.

Checks-In: a racer must stop at a designated checkpoint to have their presence officially recorded for safety, timing, and course validation.

Checkpoint: Means (but not limited to) any Express Checkpoint, Express Community Checkpoint, or Layover Checkpoint.

Checkpoint Officials (Official Checkers / Volunteers): Checkpoint officials are Cain’s Quest designated volunteers at the specific checkpoints and communities 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 express an opinion. 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 when checking in at a checkpoint. At no time will a Cain’s Quest Official or Volunteer provide individualized assistance or support of any kind to an active race team. (i.e., GPS Data Programming).

Clone Sled: A custom-built replica or look-alike race team snowmobile. May include items such as custom lighting arrangements, chassis customization (i.e., colors or wrap applications) or tampering with the VIN.

Daylight Finish: for spectators, media, and marketing purposes, it is preferred that racers arrive at the finish line during daylight hours and not after sunset. To support this, a 'Hold up Time Differential' may be imposed at Checkpoint #15 (Churchill Falls) by the Race Marshal.

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 and provide 30 minutes for community/fan engagement 'off the clock. These CPs are eligible for FLEX Time, 'off the clock' rest layovers. Refer to Appendix A for identified Express Community Checkpoints.

FLEX Time: Mandatory flexible rest stops to be used between defined checkpoints that racers must use up to an **overall total of 8.0 hours**. (8 hours is the accumulated FLEX time for **REST** between five checkpoints.) Flex time must be declared to check point officials to be considered 'off the clock.' Flex Time may be taken in combined 2hr. increments to accumulate 8hrs total. (For example: Option 1: 2 hrs. at any 4 CPs, Option 2: 4hrs at any 2 CPs, Option 3: 6hrs + 2hrs at any 2 CPs, or Option 4: 8hrs at only 1 CP.)

Groomed Trail: a designated winter path, mechanically processed by a groomer for a managed trail organization that issues permits or trail stickers, including the northern portion of the Trans-Labrador Trail, FCMQ, Grand River and White Wolf snowmobile clubs.

Highway: any main access road connecting two communities year-round.

Hold-up Time Differential: difference in time from when the first race team checks into Checkpoint #15 (Churchill Falls) completes their mandatory six (6) hr. layover until 6:00 am the next morning. This single time differential can be less than but not equal to sixteen (16) hours, applicable to all subsequent race teams, posted to the official race time results.

Infraction: An infraction is usually the breaking of a law, rule, or agreement. Example: Speeding in a restricted speed zone.

Late Return: this is pertaining to the return of the Cain's Quest GPS tracking devices. Racers have a maximum of five (5) days after the Race's end is confirmed by the Race Marshal.

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 Team: 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 allotted for rest or community / fan engagement. Racers are not permitted to perform repairs to a snowmobile or the unloading / loading of gear. 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).

Out-of-Bounds or Off Limits: an identified area where no Race Team is permitted to enter.

Penalty: (in racing) a disadvantage or handicap imposed on a race team, typically for infringement of rules.

Plowed Road is a winter-maintained roadway where accumulated snow has been mechanically moved or pushed from the driving surface.

Power Transmission Corridor: a designated strip of land used to build, operate, maintain high voltage electrical transmission lines and towers.

Protest: A protest is an allegation of unfair participation and practices during the race and may only be filed by both racers of a race team during the race.

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

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

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: 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.

Racers (Racer'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 they raise potential safety concerns. Racers will be notified of any last-minute safety-related changes to the rules.

Railway: a track made of steel rails along which trains run.

Restricted Speed Zone: An area indicated by signage and/or documented in the Official Route File that reduced speeds are mandatory. These areas are restricted to a maximum speed of fifty kph OR less if posted. These areas may be monitored by radar, GPS and/or personal GPS timestamped recorded data.

Route File: This is an electronic file that is provided to all Race Teams for purpose of navigating the Cain's Quest Race Route. It is usually provided in the formats **.gpx** for Garmin mobile devices or **.kml** for software applications such as Google Earth. The route file is specifically created so that all required geographical coordinates (Latitudes and Longitudes) are available for use in electronic navigation devices (i.e., GPS devices). Data is used to display information such as locations of checkpoints, mandatory waypoints, track logs, locations of significant potential hazards, speed restricted zones, and many other data points as they pertain to the Cain's Quest Race Route. The file is developed by Cain's Quest Officials using all available current and historic information. This file may require last-minute updates to reflect any necessary changes that may have been reported through discussions at the Mandatory Racer's Meeting. Adverse weather conditions just prior to the start of the race may also dictate the necessity for alterations. The route file is designed to be solely electronic to facilitate fast and easy distribution to all teams.

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.

Scratch (s): For the purposes of this event a race team voluntarily withdraws or retires from the competition for reasons such as mechanical failure, safety concerns, health issues, or lack of competitiveness.

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

Snowmobiles: For this event, a snowmobile is defined as a race registered snow vehicle, track driven and ski steered, four stroke or two 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 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 people actively engaged in the support of a race team. Support teams are not registered with Cain’s Quest. Cain’s Quest denies 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: A designated person that is a registered representative of a race team. They will function as the race team’s sole point of contact with Cain’s Quest Headquarters during the race. The team communication rep must be accessible 24/7 during the race and can communicate to the racers of the associated Race Team.

