

CROSSCUT TO THE DEATH

Classification: Pool Singles Event

Safety Code: Red

Rules:

1. Corral must be safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. One (1) pair of competitors must cut six (6) complete discs each from the cant.
3. Chain binders, straps or teammates weight (4 allowed - no spare) safely positioned may be used to assist in securing the log. Logs must be securely fastened.
4. The wood should be 8x8in (20.32x20.32cm) poplar or white pine and be bark free.
5. The saw horse height to the bottom of the cant must be between 59cm (23in) and 69cm (27in).
6. The Event Judge must confirm safety rules are being adhered to prior to each team starting the event. The event will not begin if there is missing safety gear.
7. The blade must be on top of the log prior to the start of the event and must not move prior to the starting signal.
8. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
9. Starting prior to GO will result in a disqualification.
10. Teams must make their cuts within 50cm (20in). Allowance for knots will be determined by event judge.
11. For Safety reasons, the spare may hold an extra saw in case of breakage. If this occurs, the spare must not hand the saw to the team. The team must retrieve it.
12. A broken or bent saw tooth or a broken or loosened saw handle are considered to be equipment breakage.
13. The pair must cut 6 complete cookies from the cant. If a cookie is broken, the pair may continue the cut, as long as they cut completely through the cant. The pieces must be able to be put back together in order to determine if the cut was complete or not. A disc would be complete if a sheer cut is less than 1cm/0.4 in. Shear cuts greater than 1 cm in width in either direction, (not in length) will receive a one (1) second penalty.
14. A shear cut is a sliver of wood that stays attached to the disc. A sliver of wood that stays attached to the cant is considered a broken disc.
15. The team is responsible for making sure that they have three (3) complete cookies at the end of the event. If a cookie is incomplete, the pair must make the re-cut. The team captain or designate will signal the judge when they have their 6 cookies complete.
16. Competitors are not permitted to touch the discs until the judge makes their decision. Touching or removing discs results in DQ.
17. Time will stop when the team signals the judge they have the 6 complete cookies.
18. The event has a three (3) minute time limit. The event timer shall signal the team, if the team exceeds 3 minutes the result is recorded as a disqualification.

19. After the team has signaled the event is complete, the event judge will check the cookies and assign penalties if applicable. A Shear cut is assigned a 1 sec penalty per infraction; if the team signals the event is complete, and the judge finds an incomplete cookie, the team result will be recorded as a disqualification.