

AXE THROW

Classification: Core Singles Event

Safety Code: Green

Note: Competitors participating in the Chain Saw, Pole Climb, Single Buck, Super Swede or Water Boil are not eligible for this event.

Rules:

1. Corral must be a safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. The axe head must be double bitted. The handle must be a minimum of 60cm (24in) in length. (Measurement from top of axe head at the eye)
3. Inverted, spliced or modified axe heads are not permitted.
4. The target must be 60cm (24in) in diameter and be placed 6 meters (20ft) from the throwing line. It must be secured solidly.
5. The center (bullseye) must be 1.5 meters (5ft) from the ground. (\pm .05 meters (2in)).
6. The Event Judge must confirm safety rules are being adhered to prior to each competitor starting the event. The event will not begin if there is missing safety gear.
7. Scoring areas are as follows: bullseye 0-15cm (6in) =25 points, inner circle 15-30 cm (6-12in) =15 points, outer circle 30-60cm (12-24in) =10 points.
8. Two (2) practice throws are permitted.
9. Scoring is totaled from four (4) throws after practice throws are completed.
10. If the axe bisects two (2) scoring areas, the higher value is awarded.
11. The host school may insert a full, unopened pop can into the "bull's eye" for special effects. If the axe head, not the handle, punctures the pop can and falls to the ground, a "bull's eye" is scored.
12. Only the leading edge of the axe may score points. If both edges of the axe stick then the non-leading edge must be tapped out by the competitor and the leading edge must support the axe.
13. The axe upon striking the target must stay in long enough for the judge to record the throw.
14. Crossing the throwing line before the axe hits the target, will result in a DQ of that throw.

CHAINSAW

Classification: Core Singles Event

Safety Code: Red

Note: Competitors participating in the Axe Throw, Pole Climb, Single Buck, Super Swede or Water Boil are not eligible for this event.

Rules:

1. Corral must be a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. The wood should be white pine or poplar.
3. The wood should be 8 x 8in (20.32 x 20.32cm) and be bark free. However, round wood is accepted with a diameter no greater than 30 cm (12in).
4. The saw horse height to the bottom of the cant must be between 59cm (23in) and 69cm (27in).
5. The wood will be marked with lines drawn completely around and 10cm (4in) from the end of the block.
6. If the drawn line is completely severed or the cut is on the other side of the drawn area, a DQ will result.
7. The competitor's hands must be resting on the line drawn on the top of the block and must not move prior to the starting signal (GO). All eight (8) fingers must be resting or over the drawn line.
8. Only teammates may assist in holding the cant.
9. The Event Judge must confirm safety rules are being adhered to prior to each competitor starting the event. The event will not begin if there is missing safety gear.
10. The saw must be started in a safe manner. If drop started, it will result in disqualification.
11. If the saw cuts off after the competitor touches it, it must be re-started and the cut completed. If the saw is good, then the time will stand. If the judge determines that the saw is faulty, a new saw is introduced and a new cut will be made.
12. Warm up: 15 seconds to warm up saw. The event should start approximately 15 seconds after the warm up.
13. The competitor starts the saw and rests it idling on the ground without the chain moving.
14. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
15. Starting prior to GO will result in a disqualification.
16. The competitor picks up the saw and saws a complete cut through the top of the log followed by a complete cut through the bottom of the log.
17. If a disc is incomplete, the competitor must cut another in exactly the same direction. A broken disc can be complete if it can be put back together and it clearly shows that the saw cut completely through the log.
18. Time will stop when the second disc is cut from the cant.

POLE CLIMB

Classification: Core Singles Event

Safety Code: Green

Note: Competitors participating in the Axe Throw, Chain Saw, Single Buck, Super Swede or Water Boil are not eligible for this event.

Rules:

1. Corral must be a safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. A belay 12 mil. (.5in) professional climbing rope is mandatory and provided by the host school.
3. The individual on the belay rope must be knowledgeable, consistent and unbiased throughout the event. A gri gri system with a solid anchor must be used to belay the climbers.
4. Spurs must meet CSA or current industry safety standards. Buck straps are optional, but no spikes of any kind may be added. Toe spurs not permitted.
5. Competitors must wear a certified safety belt.
6. The Event Judge must confirm safety rules are being adhered to prior to each competitor starting the event. The event will not begin if there is missing safety gear.
7. No part of the competitor's equipment may touch the pole before the GO 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. The competitor climbs up a hydro pole to a height of 8.53 meters (28ft) where a bell will be attached. There is a one (1) minute time maximum.
11. The bell must be rung by the competitor's hand at which the point time will stop.
12. The bell should have a short tether to hinder unnecessary swinging during the climber's ascent.
13. Competitors must climb down the pole or they will be DISQUALIFIED. No freefalling, jumping off the pole or hot dogging is permitted.
14. The belay system (gri gri) is used to support a spur-out that could occur up and/or down the pole only.
15. Climbers should not rely on the belay system to catch them if they choose to "Jump" for the bell. If a climber decides to jump up at the last second to reach the bell, and he/she is not in complete control and relies on the belay system, a DQ will result.

SINGLE BUCK

Classification: Core Singles Event

Safety Code: Green

Note: Competitors participating in the Axe Throw, Chain Saw, Pole Climb, Super Swede or Water Boil are not eligible for this event.

Rules:

1. Corral must be a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. Logs must be securely fastened. 4 teammates (no spare) may be safely positioned and used to assist in securing the log.
3. A competitor must cut through a round log in the shortest time possible using a crosscut saw. If the cookie breaks, the competitor must continue to complete the cut (the cookie does not need to be in tact).
4. Competitors have a five (5) minute set up for the event or a DQ will result.
5. The wood diameter should be between 35-40cm (14-16in) for women and 40-45cm (16-18in) for men and be bark free.
6. The wood is to be white pine or poplar. It is the responsibility of the host to provide enough wood that each competitor will be able to make a cut into knot free wood. Teams are responsible for checking the block before setting their saws. Trims will be made at the discretion of the Head Judge. Once approved by the Head Judge, the saw should be set within 2 inches of the end of the block and the starter cut made.
7. The saw horse height to the bottom of the cant must be between 45cm (18in) and ± 2.5 cm (± 1 in).
8. A starting cut of 12" circumference shall be allowed.
9. Competitors must keep both hands on the saw handles at all times or a disqualification will result. Allowance will be given, in the event that the hand has simply slipped off/ lost grip, and is quickly placed back on the handle.
10. 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.
11. The Event Judge must confirm safety rules are being adhered to prior to each competitor starting the event. The event will not begin if there is missing safety gear.
12. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
13. Starting prior to GO will result in a disqualification.
14. One (1) team member will be allowed to wedge a cookie while the competitor is sawing.
15. Competitors are not permitted to touch the discs until the judge makes their decision.
16. Time will stop when the disc is cut from the log.
17. Conversion factors will be in effect.
18. The event has a three (3) minute time limit or it will be recorded as a DQ.

SUPER SWEDE SAW

Classification: Core Singles Event

Safety Code: Blue

Note: Competitors participating in the Axe Throw, Chain Saw, Pole Climb, Single Buck or Water Boil are not eligible for this event.

Rules:

1. Corral must be a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. Chain binders, straps or teammates weight (4 allowed- no spare) may be used to assist in securing the log. Logs must be securely fastened. Body weight must be on stanchion frame only.
3. The competitor is required to make four (4) complete cuts.
4. The wood should be 8 x 8in (20.32 x 20.32cm) for men and 6 x 6in (15.24 x 15.24cm) for women, poplar or white pine and be as bark free as possible.
5. The saw horse height to the bottom of the cant must be between 59cm (23in) and 69cm (27in).
6. The blade must be on the log prior to the start of the event and must not move prior to the starting signal- 3,2,1 Go!
7. 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.
8. The Event Judge must confirm safety rules are being adhered to prior to each competitor starting the event. The event will not begin if there is missing safety gear. A full protective tight-fitting glove must be worn on the bottom hand.
9. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
10. Starting prior to GO will result in a disqualification.
11. Competitor must cut 4 complete cookies from the cant. If a cookie is broken, the competitor may continue the cut, as long as they cut completely through the cant. The 2 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.
12. 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.
13. The competitor is responsible for making sure that they have four (4) complete cookies at the end of the event. If a cookie is incomplete, the competitor must make a re-cut. The competitor will signal the judge when they have their 4 cookies complete.
14. Competitors are not permitted to touch the discs until the judge makes their decision. Touching or removing discs results in DQ.
15. Time will stop when the competitor signals the judge they have the 4 complete cookies.

16. After the competitor has signal the event is complete, the event judge will check the cookies and assign penalties if applicable. Shear cut 1 sec penalty per infraction, incomplete cookie will be 30 seconds.
17. This event has a five (5) minute time limit, and if over 5 minutes it will be recorded as a DQ.

WATER BOIL

Classification: Core Singles Event

Safety Code: Blue

Note: Competitors participating in the Axe Throw, Chain Saw, Pole Climb, Super Swede or Single Buck are not eligible for this event.

Rules:

1. Corral must be a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. First aid and fire extinguishers should be on site and available immediately.
3. Chainmail glove on the hand holding the wood is mandatory and must be shown to the judge prior to the start. Kevlar gloves are not acceptable. A competitor will not be permitted to compete without the glove.
4. Competitors cannot use their legs to secure the block at any time.
5. Using a block of cedar diameter 20 - 25cm (8 - 10in), a hatchet and 3 matches, the competitor must bring to a boil a mixture 250ml (8 ounces) of soapy water.
6. Matches must be wooden, large, and reliable to strike anywhere to light. (ie. Red Bird. Eddy).
7. Competitors must supply their own hatchet and is only permitted that one hatchet to complete the event. Hatchet head weight 1.13 kilos (2.5lb) maximum.
8. Host will supply dried cedar block as knot free as possible, 3 matches and a can of required soapy water.
9. One (1) wooden cookie may be used as a splitting platform.
10. Fires may be built on cookies if the host school supplies them, otherwise they must be built on the ground.
11. Competitors may obtain more matches if necessary but only one (1) at a time from their judge.
12. The top of the can cannot be covered in any way.
13. The competitor cannot receive any help in any way or a DQ will result.
14. The event judge must confirm safety rules are being adhered to prior to each competitor starting the event. The event will not begin if there is missing safety gear.
15. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO. The competitor must begin the event with the axe touching the wood at the start, and must remain on the wood until GO.
16. Starting prior to GO will result in a disqualification.
17. If any spillage from the can occurs prior to reaching a boil, a new can must be obtained from event judge or field event central. If not done a DQ will result.
18. The judge may stop the competitor competing if it is felt a serious injury has occurred. A time will be recorded if the can eventually boils over before the time limit.
19. Time will stop when the water boils over edge of the can.
20. The event has a ten (10) minute time limit or it will be recorded as a disqualification.