

ACCURACY CUT

Classification: Pool Singles Event

Safety Code: Red

Rules:

1. Corral must be a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. 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. All eight (8) fingers must be resting on or over the drawn line.
3. No one will be permitted to hold the log during the event.
4. The saw must be started in a safe manner. If drop started, it will result in disqualification.
5. If the saw cuts off after the competitor touches it, it must be re-started and the cut completed. The judge will determine if the saw is faulty. If so, a new saw is introduced and a new cut will be made. If the saw is good, then the time will stand.
6. Warm up: 15 seconds to warm up saw. The event should start approximately 15 seconds after the warm up.
7. The competitor starts the saw and rests it idling on the ground without the chain moving.
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 picks up the saw and must make the first cut a complete cut through the top of the log.
11. Cut four discs which, when stacked on top of one another, will measure not more than 8" in height and no less than 4" in height.
12. Cut a notch in the log not less than 3" wide and not less than half the diameter of the log in depth.
13. Cut off a section of log not less than 12" long (the notch to be included in the section).
14. Cut a ledge on the remaining piece, using 2 cuts.
15. Stack the 4 discs and the 12" section on top of each other on the ledge. The 4 discs must be placed on the bottom of the stack.
16. The saw must be shut off or chain break applied and set safely on the ground before starting to stack. If not done so, this will result in a disqualification.
17. When the stack is complete and the competitor is satisfied, he or she will throw their hands in the air and yell 'TIME'. Time stops when contestant throws hand in air and has yelled 'TIME'.
18. The stack must stand and be stable for 3 seconds after the time as stopped. If the stack is not standing and stable it will result in a disqualification.
19. Missing safety gear will result in the competitor not being able to start the event.

CHOKER RACE

Classification: Pool Singles Event

Safety Code: Green

Rules:

1. The size of the chokers and the arrangement of the logs are the option of the show.
2. Starting log and setting log will be the same log and shall be raised four feet off the ground. Time starts on "Go". Contestants leave the setting log, race over center obstacles, get choker, race back over obstacles, set choker on the starting log and return to touch closest obstacle log. Time stops when the contestant touches the closest obstacle log. Judges will test each set choker by slowly pulling on the choker. A choker set not properly made will be a disqualification. Setting the nubbin on the wrong side of the choker bell is also a disqualification.
3. Footwear of the contestants own choosing may be worn
4. Contestants may not "lasso" choker around the end of the set log.
5. Shows should not arrange a choker race in a manner that is hazardous for the contestant.
6. Competitors should have at least a 12 foot wide lane each.
7. Starting prior to the "GO" will results in a disqualification.
8. If making 2 courses, (ex: Head to Head races) both courses should be measured and be the same length. If there is a course that turns left and the other right, contestants could "Flip a coin" to see who gets which course, or the organizing committee can assign heat sheets as per the drawing of the wood number.
9. All efforts must be made to make both courses as equal as possible, so no competitors have an advantage.

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.

DRY LAND LOG BURLING

Classification: Core Pool Event

Safety Code: Green

Rules:

1. This event will be a double knockout event.
2. The log must be suspended 15-20cms (6-8 inches) off the ground and will be 40-50cms (16-20 inches) in diameter.
3. The purpose of this event is to cause a fellow competitor to lose his/her balance on the log and fall off.
4. Each competitor, through random draw, will be pitted against another competitor. The winner of each heat will advance to the next level.
5. Each competitor must supply and wear a CSA approved birling helmet to be able to compete.
6. At the judge's discretion, if the two competitors appear to leave the log at the same time, there will be a restart immediately.
7. The starting procedure requires the log to be in a locked position until both competitors signal that they are ready to start. No body contact is allowed.
8. Men will compete against men and women will compete against women. Scoring is based on the level to which competitors advance in this elimination style tournament.
9. Each competitor must wear a CSA approved helmet (hockey, baseball - that extends down the back of the head to protect the base of the skull. (Helmets shall be supplied by the host).

SNOWSHOE RACE

Classification: Pool Singles Event

Safety Code: Green

*Note: No extra blocks may be added to make the snowshoes conform to specifications.

Rules:

1. Snowshoes must be supplied by the competitor and must conform to the following regulations*:
 - a. a minimum of 29.6 cm. (8 inches) wide
 - b. a minimum of 63.5 cm. (25 inches) long
2. Competitors will be required to run a pre-determined course of approximately 2 kms. (1 1/5 miles) in the shortest time possible.
3. Competitors will given signals to start at five minute intervals.
4. Snowshoes may not be removed at any time during the race. In the event of a snowshoe coming off, it must be replaced immediately and be in place when crossing the finish line.
5. Only judges and competitors will be allowed on the course.
6. Scoring will be based on the time taken to complete the entire course and will be a percentage of the fastest time.

TRIATHLON

Classification: Core Pool Event

Safety Code: Green

Rules:

1. The event will be timed from the "GO" signal until the competitor has completed the cross-country running course of approximately 1 km (0.6 miles).
2. At the "GO" signal the competitor will throw an axe at a target from a distance of 3 metres. He/she will not start running the course until the axe has stuck in the target once. Upon hitting the target, the competitor will place their axe in a pre-determined axe holding area.
3. At the halfway point of the running course, each competitor will make three (3) cuts of a 20cms x 20cms (8 x 8 inches) cant with a swede saw.
4. Upon completing the running course competitors are required to retrieve their axe and throw the axe at the target at the beginning/end of the course.
5. Time will stop when they have once again stuck the axe in the target.
6. Competitors do not run with axes on the course and swede saws must remain at the sawing portion of the course.
7. Safety rules apply to each section/component of the Triathlon.
8. Competitors starting prior to GO, shall be disqualified.