

**SAFETY EQUIPMENT REQUIRED FOR COMPETITORS
BY COLOUR CODE:**

Red Events: Chain Saw

Full Assembly required: Hearing protection, eye protection, ballistic nylon safety pants or chaps, and steel toe work boots.

Amber Events: Underhand chop / Standing Block / Quarter

Long pants must be worn and athletes must be protected by steel from their toes to and including their shins.

Blue Events: Swede Saw / Super Swede Saw

Long pants and gloves. Leather work glove on hand holding swede saw handle. **Water Boil** Long pants and a **leather** glove on the block holding hand.

Green Events: Log Decking / Pole Climb / Axe throw / Pulp Throwing / Crosscut / Single Buck
Competitors must wear long pants. 3

Crosscut Saw

Core Team Event / Safety Code Green

1. Corral must be safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. Three (3) pairs of competitors must cut two (2) disc each from the cant.
3. Chain binders, straps or team mates weight (no spare) may be used to assist in securing the log. Logs must be securely fastened. Body weight must be on stanchion frame only.
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 blade must be on top of the log prior to the start of the event and must not move prior to the starting signal.
7. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
8. Starting prior to GO will result in ten (10) sec penalty.
9. Teams must make their cuts within 50cm (20in). Allowance for knots will be determined by event judge.
10. Only COMPETING team member may spray the saw with any type of foreign substance during the event (i.e. WD-40).
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. Two @) halves leaving the cant does not constitute a complete disc. A disc would be complete if a sheer cut is less than 1cm/0.4 in. Shear cuts greater than 1cm/0.4 in will receive a one (1) second penalty for each infraction.
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. At the judges signal, the competitors must re-cut immediately if a complete disc is not cut. The re-cut must be done by the same pair who broke the disc.
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 last disc is cut from the cant.
18. The event has a five (5) minute time limit. Recorded as a disqualification.

Log Decking

Core Team Event / Safety Code Green

1. Corral must be safe distance from spectators and only competing athletes, event judge and timer are permitted inside. Any unauthorized team mates crossing the barrier will result in a disqualification.
2. The course will be 10 metres (33 feet) long and shall terminate at the end by a pair of metal stakes.
3. The log length must be between 2.5 - 3.35 meters (8.2 - 11.2 ft). The diameter must be between 25.4 - 37 cm (10 - 14 in) for men and 19.8 - 30.8 cm (8 - 12 in) for women.
4. A straight log or utility pole may also be used.
5. The deck must be 1.2 metres (4ft) high and have a secure backstop and the ramp must be 3.05 metres (10ft) long. All must be secured properly.
6. Only two (2) peavies/cant hooks can be used by each team and must be handed off to the next pair.
7. Each competitor must use a peavey / cant hook to roll the log.
8. Log must be resting on Deck prior to starting the event.
9. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
10. Starting prior to GO will result in a ten (10) second penalty.
11. Three (3) pairs of competitors must navigate log from the Deck, down the ramp to the course and then return the log back to the starting position using only peavies / cant hooks.
12. No deliberate body contact and log must roll at all times and one end must be in touch with rails at all times or a ten (10) second penalty will apply.
13. Hands must remain on the wooden handle of the cant/peavy and must not touch the dog hook.
14. The log may be cross hauled no more than 1 meter (39 in) in any direction at one time. If necessary to cross haul again, the peavies must be re-set.
15. Cross-hauls of more than 1 meter will receive a 10 second penalty.
16. If a log leaves the course, it must be returned by the competitors only.
17. Time will stop when the last pair returns the log to the top of the Deck.
18. The event has a ten (10) minute time limit or will be recorded as a disqualification.

Pulp Throwing

Core Team Event / Safety Code Green

1. Corral must be safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. The throwing pit dimensions will be:
 1. 6 metres (19.5 feet) with 1.2 metres (4ft) between stakes.
 2. 5 metres (16.5 feet) with 1.2 metres (4ft) between stakes.
3. Pulp sticks length must be a.2 metres (4ft) and be preferably spruce. All sticks should be new at start of day. Two (2) spare sticks should be available if needed.
4. Pulp sticks should weight between 12.7 - 17.7 kgs (28-39 lbs) for men and 7.7 - 12.7 kgs (17-28 lbs) for women. Scales should be available to verify weight.
5. Pulp sticks should be Spruce and should be at least 5 lbs lighter if the event is on a bed of shavings or wood chips.
6. The teams divide up with three (3) competitors at each end of the pit behind the stakes.
7. Each competitor will throw four (4) sticks in pre-determined order. Each competitor must throw all sticks.
8. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
9. Starting prior to GO will result in a ten (10) second penalty.
10. A score is counted when any part of a pulp stick lies between the stakes after all sticks thrown have come to rest.
11. Competitors must be behind the stakes when throwing or receiving the sticks. If your foot breaks the plane, a violation occurs and the throw is discounted.
12. The pulp sticks may not be picked up until they all come to rest. If this happens, the next 4 thrown will not count.
13. No practice throws or pulp hooks permitted.
14. Each stick must be pulled back across the plane before they can be thrown. Any sticks thrown prior will be discounted.
15. Time will stop when 48 scores are recorded.
16. The event has a ten (10) minute time limit or it will be recorded as a disqualification.

Swede Saw

Core Team Event / Safety Code Blue

1. Corral must be safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. One (1) disc per competitor must be cut in this event.
3. Chain binders, straps or team mates weight (no spare) may be used to assist in securing the log. Logs must be securely fastened. Body weight must be on stanchion frame only.
4. The wood should be 8 x 8 in (20.32 x 20.32 cm) 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 (27 in).
6. Teams must make their cuts within 50cm (20in). Allowance for knots will be determined by the event judge.
7. Only the COMPETING team member may spray the saw with any type of foreign substance during the event. (i.e. WD-40)
8. 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.
9. 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.
10. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
11. Starting prior to GO will result in a ten (10) second penalty.
12. A broken or bent saw tooth or a broken or loosened saw handle is considered to be equipment breakage.
13. Two @) halves leaving the cant does not constitute a complete disc. A disc would be complete if a shear cut is less than 1cm / 0.4 in. Shear cuts greater than 1 cm /m0.4 inc will receive a one (1) second penalty for each infraction.
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. At the judges signal, the competitors must re-cut immediately if a complete disc is not cut. The re-cut must be done by the same pair who broke the disc.
16. Competitors are not permitted to touch the discs until the judge makes their decision . Touching or removing discs result in a DQ.
17. Time will stop when the last disc is cut from the cant.
18. Penalty for not wearing a glove on the bottom hand - 10 second every infraction.
19. The event has a five (5) minute time limit or will be recorded as a disqualification.

Quarter Split

Core Doubles Event / Safety Code Amber

Note: Competitors participating in the Underhand Chop or Standing Block Chop are not eligible for this event.

1. Corral must be a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. Two (2) team members must each quarter a bolt of wood.
3. The wood should be between 46 - 51cm (18 - 20in) in length and a diameter between 15 - 20cm (6 - 8in) and be poplar.
4. Painted dots on both bolts of 5cm (2in) in a different color than identification numbers.
5. A total of eight (8) separate unattached full length pieces with paint on one end to complete this event; four (4) from each competitor.
6. Each competitor must use an unmodified, conventional axe. One per competitor. Mauls are not permitted.
7. One replacement axe may be used in case of breakage and must be in the corral at the time of the event.
8. The second competitor may not begin until the first competitor has completed their split. If they do, a DQ will result.
9. Once the second competitor begins their split, the first competitor cannot split again.
10. Hands & feet are not permitted to touch the wood once the event starts. If done, a DQ will result.
11. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
12. Starting prior to GO will result in a ten (10) second penalty.
13. If protective gear becomes dislodged at any time during the event, it must be immediately repaired and time will run. If not, a DQ will result.
14. Competitors are not permitted to touch the splits until the judge makes their decision. If touched, a DQ will result.
15. Time will stop when the second competitor signals time to the judge.
16. The event has a ten (10) minute time limit or will be recorded as a disqualification.

Standing Block Chop

Core Doubles Event / Safety Code Amber

Note: Competitors participating in the Underhand Chop or Quarter Split are not eligible for this event.

Reminder: CSA approved baseball catcher's shin pad on top of chain mail on foot closest to station must be worn.

1. The Corral must a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. Two (2) team members must each cut through their own vertically supported cant.
3. The wood should be 8 x 8in (20.32 x 20.32cm) for men and 6 x 6in (15.24 x 15.24cm).
4. Each competitor must use an unmodified, conventional axe. One per competitor. Competitors may share an axe as well.
5. One replacement axe may be used in case of breakage and must be in the corral at the time of the event.
6. The first competitor only, must have their axe on top of the wood to start the event.
7. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
8. Starting prior to GO will result in a ten (10) second penalty.
9. The second competitor may not begin until the first competitor has completed their chop. If they do, a DQ will result.
10. Once the second competitor begins their chop, the first competitor cannot chop again.
11. If the cant becomes dislodged from its stantions before completing the chop, it will result in a DQ.
12. Slabbing rule is in effect. Competitors must try to avoid slabbing by spiking chopping faces. Three (3) spikes/nails (3in / 7.62cm) provided by competitor.
13. If slabbing occurs, event will continue unless nails are not used. DQ will result.
14. Non-adherance to the safety gear or inappropriate dress will result in a DQ.
15. Competitors are not permitted to touch the block until the judge makes their decision. If done, a DQ will result.
16. Time will stop when the second competitor chops completely through their cant.
17. This event has a ten (10) minute time limit or it will be recorded as a DQ.

Underhand Chop

Core Doubles Event / Safety Code **Amber**

Note: Competitors participating in Quarter Split or Standing Block Chop are not eligible for this event.

1. Corral must a safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. Two (2) team members must each cut through their own horizontally supported cant.
3. The wood should be 8 x 8in (20.32 x 20.32cm) for men and 6 x 6in (15.24 x 15.24cm).
4. Chains, spikes or stantion may be used in supporting the cant. No team members may assist in supporting the can.
5. Each competitor must use an unmodified, conventional axe. One per competitor. Competitors may share an axe as well.
6. One replacement axe may be used in case of breakage and must be in the corral at the time of the event.
7. The first competitor only, must have their axe on top of the wood to start the event.
8. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
9. Starting prior to GO will result in a ten (10) second penalty.
10. The second competitor may not begin until the first competitor has completed their chop. If they do, a DQ will result.
11. Once the second competitor begins their chop, the first competitor cannot chop again.
12. If the competitor falls off the log, they may not resume chopping until they are back in the footholds. No chopping if falling off the log.
13. All chopping must be between footholds. If a competitor chops into the footholds, a thirty (30) second penalty will result.
14. Upon completion of the event, incomplete chops will result in a DQ.
15. If the cant becomes dislodged from its stantions before completing the chop, it will result in a DQ
16. If slabbing occurs, the event will continue unless nails are not used. DQ will result.
17. Non-adherance to the safety gear or inappropriate dress will result in a DQ.
18. Competitors are not permitted to touch the log until the judge makes their decision. If done, DQ will result.
19. Time will stop when the second competitor chops completely through their cant.
20. This event has a ten (10) minute time limit. If not, will be recorded as a DQ.

Axe Throw

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.

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 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 metres (20ft) from the throwing line. It must be secured solidly.
5. The center (bull's eye) must be 1.5 metres (5ft) from the ground. (\pm .05 metres (2in)).
6. Scoring areas are as follows: bull's eye 0-15cm (6in)=25 points, inner circle 15-30 cm (6-12in)=15 points, outer circle 30-60cm (12-24in)=0 points.
7. Two (2) practice throws are permitted.
8. Scoring is totaled from four (4) throws after practice throws are completed.
9. If the axe bisects two (2) scoring areas, the higher value is awarded.
10. 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.
11. 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 and the leading edge must support the axe.
12. The axe upon striking the target must stay in long enough for the judge to record the throw.
13. Crossing the throwing line before the axe hits the target, will result in a DQ of that throw.

Chain Saw

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.

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.
8. Only team mates may assist in holding the cant.
9. The saw must be started in a safe manner. If drop started, it will result in disqualification.
10. 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.
11. Warm up: 15 seconds to warm up saw. The event should start approximately 15 seconds after the warm up.
12. The competitor starts the saw and rests it idling on the ground without the chain moving.
13. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
14. Starting prior to GO will result in a ten (10) second penalty.
15. 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.
16. If a disc should break, the competitor must cut another in exactly the same direction.
17. Time will stop when the second disc is cut from the cant.
18. Missing safety gear - 2 seconds for every infraction.

Pole Climb

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.

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.
4. Spurs must meet CSA or current industry safety standards. Buck straps are optional. Toe spurs not permitted.
5. Competitors must wear a certified safety belt.
6. No part of the competitors equipment may touch the pole before the GO signal.
7. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
8. Starting prior to GO will result in a ten (10) second penalty.
9. The competitor climbs up a hydro pole to a height of 8.53 metres (28ft) where a bell will be attached.
10. The bell must be rung by the competitor's hand at which the point time will stop.
11. The bell should have a short tether to hinder unnecessary swinging during the climbers ascent.
12. Competitors must climb down the pole or they will be DISQUALIFIED. No freefalling or hot dogging it.
13. The belayer is used to support a spur-out that could occur up and down the pole only.

Single Buck

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.

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. Body weight must be on the stanchion frame only.
3. A competitor must cut through a round log in the shortest time possible using a crosscut saw.
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 should be white pine or poplar. The wood limit for teams to make their cut will be 4 inches. If the cut exceeds the 4 inch line, a DQ will result.
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 15cm (6in) circumference will be allowed.
9. Competitors must keep both hands on the saw handles at all times or a disqualification will result.
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 starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
12. Starting prior to GO will result in a ten (10) second penalty.
13. One (1) team member will be allowed to wedge a cookie while the competitor is sawing.
14. If the disc should break, the competitor must complete that cut to complete the event. No 2nd cut is permitted.
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 five (5) minute time limit or it will be recorded as a DQ.

Super Swede Saw

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.

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 team mates weight (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.
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 starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
9. Starting prior to GO will result in a ten (10) second penalty.
10. Two @ halves leaving the cant does not constitute a complete disc. A disc would be complete if a sheer cut is less than 1cm / 0.4in. Shear cuts greater than 1cm / 0.4in will receive a one (1) second penalty for each infraction.
11. 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.
12. At the judges signal, the competitor must re-cut immediately if a complete disc is not cut.
13. Time will stop when the last disc is cut from the cant.
14. Competitors are not permitted to touch the discs until the judge makes their decision or a DQ will result.
15. Penalty for not wearing a glove on the bottom hand - 10 second every infraction.
16. This event has a five (5) minute time limit or it will be recorded as a DQ.

Water Boil

Core Singles / 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.

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 or leather glove is mandatory or a DQ will result.
4. 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.
5. Matches must be wooden, large, reliable and strike anywhere to light. (ie. Red Bird. Eddy).
6. 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.
7. Host will supply dried cedar block as knot free as possible, 3 matches and a can of required soapy water.
8. One (1) wooden cookie may be used as a splitting platform.
9. Fires may be built on cookies only if the host school supplies them.
10. Competitors may obtain more matches if necessary but only one (1) at a time from their judge.
11. The top of the can cannot be covered in any way.
12. The competitor cannot receive any help in any way or a DQ will result.
13. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
14. Starting prior to GO will result in a ten (10) second penalty.
15. 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.
16. 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.
17. Time will stop when the water boils over edge of the can.
18. The event has a ten (10) minute time limit or it will be recorded as a disqualification.