

Pulp Throw
Core Team Event / Safety Code Green

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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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 measured from the inside of the stakes:
 1. 6 meters (19.5 feet) with 1.2 meters (4ft) between stakes for Men’s pits.
 2. 5 meters (16.5 feet) with 1.2 meters (4ft) between stakes for Women Pits.
3. Pulp sticks length must be a 1.2 meters (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 weigh 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. The Event Judge must confirm that CILA safety rules are being adhered to prior to each team starting the event. The event will not begin if there is missing safety gear.
8. Each competitor (in pre-determined order) will throw four (4) sticks. Each competitor must throw all sticks.
9. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
10. Starting prior to GO will result in a disqualification.
11. A point is counted when any part of a pulp stick lies between the stakes after all sticks thrown have come to rest.
12. Competitors must be behind the stakes when throwing or receiving the sticks. If your foot breaks the plane, a violation occurs and the throw (the stick(s) in question) is discounted.
13. The pulp sticks may not be picked up until they all come to rest. If this happens, the next 4 thrown will not count.
14. No practice throws or pulp hooks permitted.
15. Each stick must be pulled back across the plane before they can be thrown. Any sticks thrown prior will be discounted.
16. Time will stop when 48 points are recorded.
17. The event has a ten (10) minute time limit or it will be recorded as a disqualification

Crosscut Saw
Core Team Event / Safety Code Green

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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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) 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. Only a COMPETING team member may spray the saw with any type of foreign substance during the event (i.e. WD-40.)
12. 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.
13. A broken or bent saw tooth or a broken or loosened saw handle are considered to be equipment breakage.
14. Each pair must cut 2 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 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.
15. 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.
16. The team is responsible for making sure that they have six (6) complete cookies at the end of the event, and that each pair have done two (2) cookies. If a cookie is incomplete, the pair that broke it, must make the re-cut. The team captain or designate will signal the judge when they have their 6 cookies complete.
17. Competitors are not permitted to touch the discs until the judge makes their decision. Touching or removing discs results in DQ.
18. Time will stop when the team signals the judge and timer that they have the 6 complete cookies.

19. 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.
20. 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.

Log Decking

Core Team Event / Safety Code Green

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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1. Corral must be safe distance from spectators and only competing athletes, event judge and timer are permitted inside. Any unauthorized teammates crossing the barrier will result in a disqualification.
2. The course will be 10 meters (33 feet) long and shall terminate at the end by a pair of metal stakes.
3. The log length must be between (8.2 - 10.2ft). 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 utility pole SHOULD be used, if not a straight log may be used.
5. The deck must be 45 inches high (+/-3 inches) and have a secure backstop and the ramp must be 3.05 meters (10ft) long. All must be secured properly. If rebuilding, deck needs to be built at 45 inches. The distance between the ramps (outside edge to outside edge), must be 2 feet less than the log length.
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 in cradles on top of the deck prior to starting the event.
9. 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
10. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
11. Starting prior to GO will result in a disqualification .
12. 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.
13. Log must hit 2 pins at the end of the course, the pins, don't have to be touched at the same time.
14. No deliberate body contact with the log is allowed and all efforts must be made to keep the log in motion while on the rails. Competitors may cross haul or bump the log to stay on course keeping in mind no competitive advantage is gained.
15. The log must not be pulled up the ramp backwards by "dragging" or it will result in disqualification.
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 cradles at the top of the Deck.
18. The event has a ten (10) minute time limit. If a team exceeds 10 minutes, the event will be stopped and the result will be recorded as a disqualification

Swede Saw

Core Team Event / Safety Code Blue

	Blue Events	Swede Saw / Super Swede Saw	Long pants and gloves. Leather work glove on hand holding swede saw handle.
	Blue Events	Water Boil	Long pants and a chainmail glove on the block holding hand. Fire blanket must be on site for emergency purposes.

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 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 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. A broken or bent saw tooth or a broken or loosened saw handle is considered to be equipment breakage.
10. The event will not begin if there is missing safety gear. A full protective tight fitting glove must be worn on the bottom hand.
11. 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
12. 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. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
13. Starting prior to GO will result in a disqualification.
14. Each competitor must cut 1 complete cookie 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.
15. 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.
16. The team is responsible for making sure that they have six (6) complete cookies at the end of the event, and that each competitor has cut one (1) cookie. If a cookie is incomplete, the competitor that broke it,

must make the re-cut. The team captain or designate will signal the judge when they have their 6 cookies complete.

17. Competitors are not permitted to touch the discs until the judge makes their decision. Touching or removing discs results in DQ.
18. Time will stop when the team delegate signals the judge they have the 6 complete cookies.
19. The event has a five (5) minute time limit. The timer will signal to the team to stop if over 5 minutes and the result shall be recorded as a disqualification.
20. After the team has signaled the event is complete, the event judge will check the cookies and assign penalties if applicable. Shear cut shall result in a 1 sec penalty per infraction, and an incomplete cookie shall be a disqualification.

Quarter Split

Core Doubles Event / Safety Code Amber

	Amber Events	Underhand chop / Standing Block / Quarter Split	Long pants must be worn and athletes must be protected by steel from their toes to and including their shins. For Underhand Chop & Quarter Split, competitors must either wear chain mail in conjunction with CSA approved steel toed footwear or the metal/aluminum guards securely fastened. For Standing Block Chop, CSA approved catchers pad that covers the foot and ankle to the top of the knee overtop of chain mail must be worn on the leg closest to the chopping stanchion.
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Note: Competitors participating in the Underhand Chop or Standing Block Chop are not eligible for this event.

Reminder: Competitors must either wear chain mail in conjunction with CSA approved steel toed footwear or the metal/aluminum guards securely fastened.

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. 2" diameter painted dots on both bolts must be in a different color and must also be a different color than the block number on the opposite end of the bolt.
5. A total of eight (8) separate unattached full length pieces with paint on one end is required 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 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.

9. The second competitor may not begin until the first competitor has completed their split. If they do, a DQ will result.
10. Once the second competitor begins their split, the first competitor cannot split again.
11. Competitors may not use their hands and or feet while the axe is being swung to split the block. Competitors may not use their hands and or feet to separate split pieces; however, hands may be used to stand the block upright.
12. 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.
13. Starting prior to GO will result in a disqualification. The axe must be on the block until GO or in the case of the second chopper , until the 1st chopper signals they are done.
14. If protective gear becomes dislodged at any time during the event, it must be immediately repaired and time will run until the event is completed; if not, a DQ will result.
15. Competitors are not permitted to touch the splits until the judge makes their decision. If touched, a DQ will result.
16. Time will stop when the second competitor signals time to the judge.
17. This event has a five (5) minute time limit, with a maximum two (2) minutes and thirty (30) seconds chopping time per competitor, or it will be recorded as a DQ. The timer shall notify the competitors after the first competitor or during the second competitor if the time limit is exceeded. If the first competitor exceeds the time limit, the second competitor may do their chop in the spirit of competition.

Standing Block Chop
Core Doubles Event / Safety Code Amber

	Amber Events	Underhand chop / Standing Block / Quarter Split	Long pants must be worn and athletes must be protected by steel from their toes to and including their shins. For Underhand Chop & Quarter Split, competitors must either wear chain mail in conjunction with CSA approved steel toed footwear or the metal/aluminum guards securely fastened. For Standing Block Chop, CSA approved catchers pad that covers the foot and ankle to the top of the knee overtop of chain mail must be worn on the leg closest to the chopping stanchion.
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Note: Competitors participating in the Underhand Chop or Quarter Split are not eligible for this event.
Reminder: CSA approved catches pad that covers the foot and ankle to the top of the knee overtop of chain mail must be worn on the leg closest to the chopping stanchion.

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) for women.
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 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 first competitor only, must have their axe on the block of wood to start the event.
8. 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.
9. Starting prior to GO will result in a disqualification.
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 cant becomes dislodged from its stantions before completing the chop, it will result in a DQ.
13. Slabbing rule is in effect. Competitors must try to avoid slabbing by spiking chopping faces. Three (3) spikes/nails (3in / 7.62cm) are provided by competitor.
14. If slabbing occurs, event will continue unless nails are not used. DQ will result.
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 five (5) minute time limit, with a maximum two (2) minutes and thirty (30) seconds chopping time per competitor, or it will be recorded as a DQ. The timer shall notify the competitors after the first competitor or during the second competitor if the time limit is exceeded. If the first competitor exceeds the time limit, the second competitor may do their chop in the spirit of competition.

Underhand Chop

Core Doubles Event / Safety Code Amber

	Amber Events	Underhand chop / Standing Block / Quarter Split	Long pants must be worn and athletes must be protected by steel from their toes to and including their shins. For Underhand Chop & Quarter Split, competitors must either wear chain mail in conjunction with CSA approved steel toed footwear or the metal/aluminum guards securely fastened. For Standing Block Chop, CSA approved catchers pad that covers the foot and ankle to the top of the knee ovetop of chain mail must be worn on the leg closest to the chopping stanchion.
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Note: Competitors participating in Quarter Split or Standing Block Chop are not eligible for this event.

Reminder: Competitors must either wear chain mail in conjunction with CSA approved steel toed footwear or the metal/aluminum guards securely fastened.

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) for women.
4. Chains, spikes or stantion may be used in supporting the cant. No team members may assist in supporting the cant.
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 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.
8. The first competitor only, must have their axe on top of the wood to start the event.
9. 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.
10. Starting prior to GO will result in a disqualification.
11. The second competitor may not begin until the first competitor has completed their chop. If they do, a DQ will result.
12. Once the second competitor begins their chop, the first competitor cannot chop again.
13. If the competitor falls off the log, they may not resume chopping until they are back in the footholds. No chopping is permitted while falling/off the log.
14. All chopping must be between footholds. If a competitor chops into the footholds, a thirty (30) second penalty will result.
15. Upon completion of the event, incomplete chops will result in a DQ.
16. If the cant becomes dislodged from its stantions before completing the chop, it will result in a DQ.
17. Slabbing rule is in effect. Competitors must try to avoid slabbing by spiking chopping faces. Three (3) spikes/nails (3in / 7.62cm) are provided by competitor.
18. If slabbing occurs, the event will continue unless nails are not used. DQ will result.
19. Competitors are not permitted to touch the log until the judge makes their decision. If done, DQ will result.
20. Time will stop when the second competitor chops completely through their cant.
21. This event has a five (5) minute time limit, with a maximum two (2) minutes and thirty (30) seconds chopping time per competitor, or it will be recorded as a DQ. The timer shall notify the competitors after the first competitor or during the second competitor if the time limit is exceeded. If the first competitor exceeds the time limit, the second competitor may do their chop in the spirit of competition.

Axe Throw

Core Singles Event / Safety Code Green

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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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 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 to end of handle)
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. (=/.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.

Chain Saw**Core Singles Event / Safety Code Red**

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

Core Singles Event / Safety Code Green

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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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. (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 three (3) minute time maximum.
11. The bell must be rung by the competitor's hand at which 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
Core Singles Event / Safety Code Green

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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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. 4 Teammates 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 +/-2.5cm (=-/1in).
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
Core Singles Event / Safety Code Blue

	Blue Events	Swede Saw / Super Swede Saw	Long pants and gloves. Leather work glove on hand holding swede saw handle.
	Blue Events	Water Boil	Long pants and a chainmail glove on the block holding hand. Fire blanket must be on site for emergency purposes.

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 (4 allowed - no spare) safely positioned may be used to assist in securing the log. Logs must be securely fastened.
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 shear 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 signaled the event is complete, the event judge will check the cookies and assign penalties if applicable. Shear cut is a 1 sec penalty per infraction, incomplete cookie will be a disqualification.
17. This event has a five (5) minute time limit, and if over 5 minutes it will be recorded as a DQ.

Water Boil

Core Singles / Safety Code [Blue](#)

	Blue Events	Swede Saw / Super Swede Saw	Long pants and gloves. Leather work glove on hand holding swede saw handle.
	Blue Events	Water Boil	Long pants and a chainmail glove on the block holding hand. Fire blanket must be on site for emergency purposes.

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 glove on the hand holding the wood is mandatory and must be shown to the judge prior to the start .A competitor will not be permitted to compete without the glove .
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, and reliable to 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 if the host school supplies them, otherwise they must be build on the ground.
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 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
14. 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.
15. Starting prior to GO will result in a disqualification.

16. 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.
17. 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 without any further penalty.
18. Time will stop when the water boils over edge of the can.
19. The event has a ten (10) minute time limit or it will be recorded as a disqualification.

Snow Shoe

Core Pool Event / Safety Code Green

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

1. Snowshoes must be supplied by the competitor and must conform to the following regulations*:
 1. a minimum of 29.6 cms. (8 ") wide
 2. a minimum of 63.5 cms. (25 ") 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.

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

Dry Land Log Birling

Core Pool Event / Safety Code Green

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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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).

Event: Triathlon

Core pool event/Safety Code Green

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

Event: Accuracy Cut

Pool Singles Event/Safety Code Red

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

Pool Singles Event/ **Safety Code Green**

	Green Events	Log Decking / Pole Climb / Axe Throw / Pulp Throwing / Crosscut / Single Buck	Competitors must wear long pants.
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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 nubin 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 result 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.