



NORTHERN FOREST HERITAGE PARK

A Logging history museum & Visitor Center in the Heart of the North Country

2011 LUMBERJACK COMPETITION

GENERAL RULES

HEAD JUDGE: A Head Judge (customarily someone who has had some experience competing in Lumberjack Sports) is appointed by the show administration. The head judge's job is to enforce the rules, and he/she shall have the final say in all matters pertaining to the enforcement and interpretation of the rules. The Head Judge must ensure that the chopping blocks and sawing positions are fairly drawn and that each competitor is issued the correct block. The Head Judge must ensure that any competitor guilty of rule violations or poor sportsmanship is disqualified or appropriately penalized. The Head Judge must ensure that NO PERSON, other than the participating competitor, wedger and timers shall enter, or be within, the competition arena during the actual running of any event. The Head Judge must ensure that any competitor in violation of the slab rule (under the discretion of the individual show) or any competitor cutting through "footholds" is disqualified, and also that any competitor who jumps the gun is disqualified.

EMCEE'S CADENCE: The Emcee must attempt to make his/her cadence ("Timers ready? Contestants ready? 3-2-1-GO!", or any variation) as consistent as possible, to ensure that no competitor is advantaged or disadvantaged.

TIMERS AND OFFICIALS: The Head Judge must ensure that the timers are accustomed to timing Lumberjack events, and that they know exactly when to start and stop their watches. There should be at least two timers assigned to each contestant, with the average of the two watches constituting the contestants final time. Note, that if there is a large discrepancy between the two times, the head judge should determine which time is more representative of the contestant's actual performance and use only that time. The Timers are to judge time according to the rules of the individual show. Customarily the commencement of timing for the Underhand, Standing, and Springboard chopping events occurs when the axe hits the wood or when the Head Judge or Emcee's cadence reaches the word "Go" and ends when the block is completely cut through. Customarily the commencement of timing for Hot Saw, One-man Buck, and Two-Man Buck occurs when the Head Judge or Emcee's cadence reaches the word "GO", and ends when the "Disk" is severed from the log. Starting prior to "Go" is considered "Jumping the Gun" and is normally grounds for disqualification. It is under the discretion of the Timers and Officials if a contestant is to be penalized or disqualified for "Jumping the Gun". It should be stressed that no favoritism should be shown to any competitor, and that the same rules apply to everyone.

DISQUALIFICATION: Indication of disqualification for any infraction should be made to the competitor immediately upon reaching that decision and should be no later than 5 minutes after the conclusion of the event. It should be made verbally by the Timer (or by the Head Judge) directly to the competitor.

PERSONS IN THE COMPETITION ARENA: Customarily NO PERSON, other than the participating competitor, wedger and timers, shall enter or be within the competition arena during the actual running of any event.

SUPERVISION: Novice competitors and those under the age of 16 years should compete under the supervision of an accomplished axemen. An exception to the rule against non-competitors in the competition arena should be made for these coaches.

It is also recommended that the inexperienced competitor wear shin and toe guards during the chopping events, to decrease the chance of injury.

SAFETY PRECAUTIONS: Standing Block dummies and Underhand cradles should be at least eleven feet apart, and at least eleven feet from the competition arena fence.

Axe throwing targets should face the crowd (competitor's back toward the crowd) or have sufficient backing to protect the crowd in the event of an overthrow or ricochet.

All axe heads should be pinned. Over time, axe handles will tend to shrink as they dry out due to heat and natural aging. As this happens it becomes more likely that, during the course of an event, a slippage or even total loss of the axe head could result. The pinning of the axe head will stop the slippage. This is done by drilling a hole through the axe head and handle, and placing a small "spring-pin" in the hole. The "spring-pin" is then dubbed over or flattened on the ends to avoid the slipping of the pin.

DRESS CODE: To increase the professional appearance of lumberjack contests in the United States the following dress code is recommended. Contestants should wear long pants, not shorts, when competing. These pants should be a solid color such as black or white (not denim colored blue jeans or sweat pants). Black pants have become traditional in the US, while competitors in Australia and New Zealand are required to wear solid white pants. All competitors should also be required to wear a shirt or singlet when competing. It should be noted that, as sponsorship of the competitors increases, it is becoming increasingly problematic for contest organizers to require the wearing of specific, contest provided shirts. The USAA now recommends that the wearing of contest provided shirts be optional for each competitor.

CHOPPING RULES

GENERAL:

BLOCK SIZING: all blocks must be properly sized, to be within 1/4 inch of the desired circumference, prior to the drawing of the wood so as to not give an unfair advantage to any competitor.

DRAWING OF THE WOOD: a random drawing, by either the competitor or a disinterested third party, should be used to determine assignment of all blocks to be chopped.

SLABBING: A slab is defined as a portion of a log which has been dislodged, as a result of an axe blow, which splits off to a foothold or to the end of the log. Any competitor who creates a slab and has not taken the necessary precautions to prevent slabbing, to the satisfaction of the Head Judge, shall be disqualified unless he or she cuts the slab during the course of the event. Acceptable precautions against slabbing include the use of 4 or more nails on each side of the block or heavy rubber banding to attempt to hold the potential slab in place.

FOOTHOLDS: any competitor cutting through any foothold placed in a round log shall be disqualified.

STRIKING OF BLOCK: A competitor should not be allowed to make any advantageous mark with an axe prior to the formal cutting of the block. An advantageous mark is defined as a striking of the block, in any manner possible, in the area that is to be cut during the competition.

SHAVING OF BLOCK: A competitor may remove bark or loose fragments of wood and grit from his or her block, only under the supervision of the Head Judge.

TIMING: Timing commences when the axe hits the wood (or when the guns sounds or when the emcee says "GO" - this is dependent on the individual show), and ends when the block is completely severed.

PLACEMENT OF BLOCKS: for safety reasons, all contestants should finish facing the spectators.



UNDERHAND CHOP: The axe must remain on the wood until the count of "one" in the count down, time begins when the axe hits the wood and customarily ends when the block is severed. Contestant may stand on top of the block or on the ground. Judges will determine if the block has been completely cut. If the block is moved, kicked or disturbed before inspection by a contest official, the contestant will be disqualified. Slabbing of the block or the cutting of an established foothold will also disqualify the contestant.

STANDING BLOCK CHOP: Time begins when the axe hits the wood and customarily ends when the block is severed or when it hits the ground. Block is to be fastened in an upright stanchion or dummy supplied by the contest organizers. It is the responsibility of the contestant to make sure that their block is properly secured to the top of the dummy. Running of a chip to the top of the block (slabbing), without proper precautions, will be grounds for disqualification. The first hit on each side should be in an upward direction.

SAWING RULES

TWO MAN BUCKING: Time begins when the emcee's cadence reaches "GO", and ends when the "Disk" is completely severed. Contestants may have a helper to wedge the disk away from the block and to lubricate the saw. The helper should stand on the log side of the saw when possible. The helper must not touch the "Disk" at any time during the event other than with the wedge. Violation of this rule may result in disqualification.

The height of the block is dependent upon the size of the wood but should fall within these guidelines: the top of the block should be between 30 and 36 inches from the ground and the bottom of the block should never be less than 10 inches from the ground (preferably 12+ inches). The exception to these guidelines would be 30 inch wood the top of which would be 40 inches from the ground.

"Starting cuts" may be allowed with block sizes of 16 inches and larger. The size of the starting cut is determined by the contest organizers and is based on the diameter of the log and measured by the length of an arc on the top of the log. For 16 inch wood the arc should be no larger than 8 inches. For 18 inch wood the arc should be 10 inches. For 20 inch wood the arc should be 10-12 inches. For wood sizes over 20 inches the arc should be 12-14 inches.

Contestants may question the location of starting cuts (if given) designated on or near obvious knots. Alternative location of the starting cut will be decided by the head judge. Knots encountered thereafter will be considered luck of the draw. Cutouts will disqualify the cut. Slabs of half inch or more must be severed before time stops, if not severed, the cut will be disqualified.

JACK AND JILL BUCKING: Same as the Two Man Bucking, except requires the participation of a male and female competitor.

JILL AND JILL BUCK: Same as the Two Man Bucking, except requires the participation of two female competitors.



ONE MAN BUCKING: Same as the Two Man Bucking, except requires the participation of only one competitor. No weight or device may be hung on the free end of the saw.

BOW SAWING: One or more cuts will be made with a saw whose blade will be 50 inches or less between the pin holes and will be secured on each end to a "bow saw" frame. Saw frames are to be in no way weighted. Wood for this event is typically no larger than 12 inches in diameter, and is secured with the top of the log between 30 and 36 inches from the ground. Contestants are normally allowed 2 inches of wood per cut and must make their cuts within the designated area. In case of a partial cut, another cut is allowable; timing is continuous.

GENERAL HOT SAW RULES:

There are many variations in the restrictions for this event and it is left up to the discretion of the individual contest to decide which apply. Among the possible restrictions are: a) Open Class in which the saw may be of any manufacture including snowmobile, motorcycle, go cart and chainsaw. Restricted to one cylinder, pull start saws. b) Modified Stock in which the saw must have originated as a chainsaw which was then modified. c) Stock Appearing in which the saw must have originated as a stock chainsaw and still appears to be one although it may be highly modified "under the covers". Tuned exhausts and uncovered carburetors would not be allowed. In each of these cases the power saw will be of contestants' choice but limited to one cylinder and must be manually started by the pulling of a cord.

Each Hot Saw may be used by only one contestant per contest.

Each saw should include a sprocket cover to keep thrown chains with the saw.

Excessive filing of the chain "side plates" should be disallowed for safety reasons.

Shields of some type should be used in front of and behind each competitor to protect the spectators in the event of a saw blowing up, or a chain breaking.

GENERAL AXE THROWING RULES

The center of the bull's eye is to be exactly 60 inches from the ground. The foul line is 20 feet straight out from the bull's eye then down.

Points will be scored in the highest point ring into which the axe has penetrated. If both points stick there should be no points given for that throw. The axe must stick in the target until the Judge removes it or instructs the contestant to do so.

Contestants must stand behind the foul line. The axe must be released before either foot crosses the foul line. The axe must be double bitted of at least 2-1/2 pounds and have an overall length of no less than 24 inches and no greater than 40 inches (as measured from the top of the eye to the end of the handle). The blade width should not exceed 6 inches. The single sticking edge of the axe will be the scoring edge.

One practice throw and a minimum of 3 throws for score. If the contestant does not wish to have a practice throw it is his/her responsibility to inform the judges before starting his/her first throw.

As noted earlier in Safety Precautions, the area behind the target must be kept clear of people in an area of at least 30 feet deep by 20 feet wide. If at all possible a "backstop" should be used.

It is up to the judge to carefully "back-out" the axe head if the axe is on the borderline of a higher scoring



ring. The contestant should not be allowed to touch the axe handle until the judge has scored the throw. Note that there is a lot of variation in targets throughout North America. The following should only be considered as a guideline. The target should be approximately 36 inches in diameter with five scoring areas, 4 inch bull's eye with 4 inch width rings. The bull's eye shall score 5 points, the next outside area 4 points, the next 3 points, the next 2 points and the next 1 point. Alternatively the target could be 20 inches in diameter with a four inch bull's eye and 2 inch rings. This option will decrease the number of ties to be thrown off. Ties for placement should be broken by a one throw, "sudden death" format.

GENERAL LOG ROLLING (PEAVEY) RULES

This is a timed event carried out by a team of two competitors. The size of the log should be determined by the show, but it should be noted that the log should not be overly large as the object of this event is for the team to "read" the log and efficiently guide it along its path. The contestants are to roll the log a distance of 40 feet and strike two separated stakes with the log. The contestants are then to roll the log back to its original spot, again striking two separated stakes with the log. The Course should be laid out such that the stakes at each end are set apart from each other by one foot less than the length of the log to be rolled. No contestants should be allowed to watch other contestants roll the log prior to his/her competing.

