



Logger Days Festival

South Fork, Colorado

July 14th-17th, 2017

EVENTS -- RULES AND REGULATIONS

Events Start at 9:00am Saturday and Sunday

All sawing event logs will be approximately 13 – 20 inches in diameter depending on source

Scoring:

1. Each event will be timed by two stop watches then these two times will be totaled and averaged together with the fastest time winning for that day.
2. Overall scoring will be based on each individual event each day, with a score of 10 points for first place. At the end of the second day the places for each event will then be added together with the highest score winning the two-day event. In the case of a tie, the fastest overall time in the event between the contestants who tie will be awarded the win.

Points:

Points are based on final results of each event, per show and totaled per contestant. The contestant with the most total points will be the recipient of the "All around Logger" or the "Bull of the Woods" award. All events will count towards this award. Points are awarded in each event as follows:

1. 1st Place- 10 points
 2. 2nd Place - 7 points
 3. 3rd Place - 5 points
 4. 4th Place –3 points
 5. 5th Place - 1 point
- All competitors will draw for an order on the first day and this order will be reversed for the second day. All competitors must check in by 8:30 am each day at the Judges stand

EVENT RULES:

Crosscut Sawing (timed event) need to supply own saw

1. The bottom side of the bucking log shall be set no lower than 12" or higher than 16" from the level of the contestants footing. Shows not using starting cuts must specify type of starting on entry form. Time will start on "bang" and stop when the wood is severed. Starting before the command "Go" is an automatic disqualification.
2. Each contestant in all sawing events will be allowed a "manager" to oil and wedge during the time the cut is being made. The manager must not touch the saw or the disc being cut after the contest has started. Provisions for the contestants footing must be made before the event starts. Only one "manager" is allowed for all sawing events per team.
3. Contestants may question location of starting cuts designated on or near obvious knots. Alternate location of the starting cut will be decided by the judges. Knots encountered thereafter will be the luck of the draw. Cut-outs (incomplete discs) will disqualify the cut. Slabs of ½ inch or more must be severed before time stops, if not severed, the cut will be disqualified.
4. All "managers" shall stand on the log side of the saw when possible.
5. Every attempt should be made to hold on to the saw handle when the cut is completed.
6. Time will stop when wafer hits the ground
7. Contestant will be allowed to set saw approximately one inch into log before stating. On the mark contestants will proceed to make one cut through the log.

Chopping Events (timed event)

1. Note: Aspen is used. Suggested diameter for chopping blocks is 12 to 14 inches.
2. Contestants will be allowed to mark the log with a marking pencil.
3. Time starts on the command "bang". Hitting the block or dummy before the command "Go" will result in disqualification. Time stops when the log is severed.
4. Slabbing: Any uncut chip in excess of 1/2 inch in thickness to the end of the block will result in no time. Methods to prevent slabbing approved by the Judges will not disqualify the cut in the event of slabbing. At least five 16p nails per chopping face shall be used when using nails for slabbing prevention. Contestants may have a second axe in readiness to use.
5. Each log will be identified by a number. Numbers will be drawn by the contestant or a disinterested third party.
6. When logs must be sized, sizing will be done prior to drawing. Sized logs must be endorsed by an Event Chairperson or Head Field Judge (chopping logs may not vary ¼" plus or minus. from the desired circumference.)
7. The chopping log must be severed by the cutting edge of the axe only.
8. The blocks must be chopped from both sides.

Horizontal Chop (timed)

1. The show shall furnish cradles for the logs, but securing the logs in the cradle shall be the responsibility of each contestant. A maximum of 15" diameter log will be used. The logs should be 3" to 6" from the ground. The log should not be less than 26" long.
2. Contestants will be allowed to cut footholds in the log. Contestants will be disqualified for chopping into the foothold during the event.
3. Contestants may not hit the log while standing on the ground.

All Speed Cut Events:

1. All contestants will start with a non-running saw, on the ground, with both hands on the cut log. On "bang" contestants will pick up the saw and make two vertical cuts through the log. (Up, Down or Down, Up) Wafers will need to be solid with no cutouts and the entire edge intact. Time will stop when the second wafer hits the ground. Contestants will have a 5" area to make both cuts. Note: No pulling wafers off the log with hands.

Hot Power Saw

1. Power saw will be of the contestants choice but limited to one cylinder.
2. Chain and bar will be of contestants own choosing, but will be limited to a maximum of a 32" cutting area, measured from the closest point of contact.
3. The log will be 20" minimum in diameter and for one cut races, for multiple cut races log will be 16" minimum diameter for open hotsaws and 12" minimum diameter for production hotsaws, all cuts will be completed from one side.
4. This event will be a cold start. One or two cuts, only complete discs will qualify for time, no cut outs. Contestants will be given the official signal to begin the event but time will start when the chain strikes the wood on hot starts or on the command "bang" for cold starts. Time will stop when the disc is severed.
5. Contestants will have a maximum of 2 minutes to start and warm up the saw prior to cutting. Each Hot Power Saw may be used by only one contestant per show.
6. All Hot Power Saws must have a safety guard between the chain sprocket and the contestant. This guard will extend outward from the saw and at least a 90 degree wrap past the sprocket, of 1/8" T-6 aluminum or equivalent.
7. In the event that only one or no shields are available, the front side of the saw must be pointed away from the spectators or toward the furthest point away from any spectators.

8. Starter cords must stay attached to the saw or be tethered, with the exception of breakage during the event.
9. If the power saw breaks down during the 2 minute warm-up period, the contestant is allowed an additional three minutes to fix the saw from the time the breakage is discovered.

Stock Power Saw

1. Contestants will provide their own chain, unless show provides saw and chain. The chain may be used by only one contestant per show. The suggested chain requirements are 92 drivers, 50 gauge, 3/8" pitch, or 84 drivers, 50 gauge, 3/8" pitch. Shows will provide 4.0 cubic inch minimum power heads, with 24-28" bars.
2. For one cut races: Hot start with saw on the ground and hands on the top of the wood. At "GO" one down cut will be made in 4 inches of wood, For Two Cut races: Hot start with saw on the ground and hands on the top of the wood. At "GO" two cuts will be made in 4 inches of wood with a down cut then up cut time stops when disc is severed. cut then up cut time stops when disc is severed. Each cut must produce a full disc. Cut-outs will be disqualified.
3. Contestants will have a maximum of 2 minutes to start and warm up the saw prior to cutting.

Small Speed Cut (Chainsaw)

1. Timed Event – Contestants will need to provide their own work saw that meets the following requirements:
2. 3-5 cubic inch engine up to 82cc
3. 20" bar, chain types will be left up to the contestant
4. Must use a regular gas/oil mixture
5. Holes in muffler and air cleaner are allowed

Open Modified Speed Cut:

1. Any saw is allowed as long as the competitor can carry it into the competition area by themselves

Axe Throwing

1. Center of the bull's-eye is to be exactly 60 inches from the ground. The target will be 36 inches in diameter with the following five scoring areas: 4" Bull's-eye with four 4" wide circular rings. The bull's-eye shall score 5 points, the next ring 4 points, the next ring 3 points, the next ring 2 points and the outside ring 1 point. If a hole is drilled in the bull's-eye in order to insert a can of beer, the scoring remains the same except if the axe hits the can and draws beer, that throw shall score 6 points. Foul line is 20 feet straight out from the bulls-eye, then straight down to the ground.
2. The contestant's feet cannot hit the ground beyond the foul line before the axe hits the target.
3. Final resting place of the axe is the scoring area. Points will be scored in the highest point ring in which the axe is resting. If the tips of both sharpened faces of the axe stick in the target, there will be no points awarded for that throw. The axe must stick in the target until the Judge removes the axe or instructs the contestant to do so.
4. The axe must be double bitted, at least 2 1/2 pounds, and have an overall length of no less than 24 inches and no greater than 40 inches measured from the top of the eye to the end of the handle. The cutting face of the each blade will not exceed 6 inches in length.
5. The leading edge of the axe shall be the scoring edge.
6. This event requires a minimum of 3 throws for score. A practice throw may be allowed at the option of the show. If the contestant does not wish a practice throw it is the contestant's responsibility to inform the Judge before starting the first throw. Otherwise, the first throw will be considered the practice throw.
7. The area behind the target must be kept clear of people in an area 20 feet wide and a minimum of 20 feet deep. Axe throw Judges should be aware of feet crossing the foul line, even as a follow through, prior to the axe hitting the target.
8. After the throw has been made, scored and the axe removed from the target, the score cannot be changed for any reason.

Plunge Cut: (Time event)

1. Contestant will start with a cold start. Hands will be placed on log before time begins. Time starts on “bang” and ends when the block hits the ground.
2. The block must be rectangular in shape (no triangles allowed). After cutting the block, contestants may push or pull it through by hand.

Choker Race:

1. Contestants will start at the start/finish line and on the mark will race over the first log. When they reach the second log, the choker must be wrapped over the top of the log and the bell set on the choker. Contestants will set the bells on two chokers, one at a time then proceed back to start/finish line, where time clock will stop. Note: Bell must remain set until contestant crosses start/finish line.
- 2.

Accuracy Fall:

1. This is a timed event however is still based on accuracy and distance from the target.
2. This event is the finale and the top 6 overall high point contestants are eligible.
3. Each contestant will fell a vertical standing log approximately 30 feet tall. There will be a target placed in the direction the contestant is to fell the log. The score will be based on distance of contact from the initial hit of the log to the target (bounces do not count).
4. Note: No pushing or touching the log with hands. Contestants can use the aid of a wedge.
5. Time will only be used in the case of a tie with the fastest time winning.
6. The closer the log is to the target the higher the score. This score will apply to your overall logger score.

Birling

Contestants will be paired by a drawing conducted by the judges, and the contest will be run by double elimination.

1. Contestants must wear long trousers and a shirt. Footgear may be worn; however, no cleats are allowed on footgear.
2. Contestants will be assisted in mounting the floating log and will begin birling when both are balanced. Balancing objects may not be used. No bodily contact between contestants is permitted. An 18 line will be placed at the center of buoyancy of the log. Contestants will not be allowed to touch this line. A clear signal should be given by each competitor to show the holders that he or she is ready.
3. The contestant who remains on the log or is the last person to enter the water wins the throw.
4. The contestant who wins two out of three throws wins the paired trial. If the judges are unable to determine the winner of an individual throw, the throw will be repeated.
5. Contestants are not allowed to touch the log with any part of their bodies other than the feet at any time after competition has started.

Canting

This is a race where two teams roll a log up a ramp consisting of two 16 ft. 4x4 post into a trailer, one team on each side.

1. The method of rolling will be the use of cant hooks supplied by the town of South Fork.
2. Contestants are not allowed to touch the log with any part of their body or stand on the ramp at any time.
3. Judge will flip a coin to determine what log your team rolls.
4. At the “bang” contestants will set the ramps on trailer, roll their log to the ramp and up it till it drops in trailer.
5. First log to hit trailer deck wins
6. This will be a double elimination event

Caber Toss for accuracy

1. The men’s caber will be a 9 foot tapered pole with or without bark weighing 30 to 50 pounds. The women’s caber will be a 6 foot tapered pole weighing 25 to 40 pounds.
2. Contestants will pick up their caber, lean it against their shoulder, cup their hands and lift it by the base (fat end) in the

toss box.

3. Contestants may run up to 5 steps or stand at the toss line and flip or toss their caber, crossing or touching the toss line will disqualify that toss.
4. Points will be awarded as follows, 1 point for each complete foot distance from end of caber to toss line. An additional 5 points will be granted if the caber lands perpendicular to the toss line ± 8 degrees 11 or 1 o'clock on clock face.
5. This is a best 2 out of 3 tosses

Relay Race

1. We'll just kind of make up the rules as we go! How's that sound.