

Rangeley Lumberjack Competition Rules 2019

General Rules

- Any conflicts, issues, disagreements, etc., must be made clear to the head judge.
- Each competitor is only allowed to compete once in each event.
- You will compete on whichever setup you are assigned. Setup 1, Setup 2, etc.
- Competition area is to be kept clear of any competitors which are not competing in that given heat, unless you are assisting in timing, supporting the stand, etc.
- Blocks must remain in the competition area at all times. Failure to do so will result in disqualification from that event.
- The Head Judge has the right to stop any competitor at any time for competing in an unsafe manner.
- The Head Judge has the right to disqualify any competitor for displaying unsportsmanlike conduct.
- It is the contestant's responsibility to make sure that their block is in place and secured before the event.
- If a block needs trimming, notify the Wood Boss or Head Judge.
- Either chain mail or clinkers must be worn during all chopping events. Head judge will check. Not wearing either will result in disqualification of that event.
- Leg, ear, and eye protection must be worn during all chainsaw events.
- All events will have a two (2) minute time limit, with the exception of the Jigger. Competitors will be stopped at two minutes.
- Competitor may not touch / move their block or cookies until inspected by the Head Judge. Doing so may result in disqualification.
- Alcohol consumption is not permitted by any competitor until the completion of the last heat. Failure to obey will result in disqualification in all events for that day.
- Long pants must be worn while competing (at least $\frac{3}{4}$ length on females). No spandex, yoga, tights, etc. allowed on male competitors.

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Starting

- The countdown for all events, except Hot Saw, will be “Timers Ready? Competitors Ready? 3-2-1-GO!”
- The start for Hot Saw will be “Timers Ready? Competitors Ready? Get Set ___ GO!”
- Contestants will be disqualified if they start before “GO!” Final decision made by the Head Judge.

Events

Axe Throw:

1. Contestant will throw from a designated line, 20 feet from the target.
2. The center of the target will be approximately 5 feet off the ground.
3. There will be five rings on the target. The outside ring is worth 1 point, increasing by one point to the bulls eye, which is worth 5 points.
4. Competitor may throw four (4) times. The three (3) highest will count. The 4th will be used as a tie breaker.
5. No part of the contestant’s body is allowed to touch the ground over the 20 foot line until the axe has left the contestant’s hands.
6. Leading edge of the axe must stick in order for the throw to be counted. Double-sticks and trailing edge do not count.
7. The score of the highest ring in which the leading edge breaks counts.

Crosscut:

1. Two contestants will make a designated number of cuts on the end of a block of wood.
2. Each set of competitors will be allowed two (2) inches per required cut, marked by a line around the block.
3. If the line is not visible or cut, cut does not count.
4. If a partial cut is made, another cut is allowed; watches not stopping.
5. If a cookie breaks, it will count as long as it can be put back together.
6. Head Judge has the final call.

Underhand Chop:

1. Contestant will chop a block of wood from both sides.
2. Time will start on the word “GO”. Hitting the block before “GO” will result in disqualification. Time stops when the block is severed.
3. Block must be completely severed.
4. Block may not be moved, kicked, or disturbed until after the head judge has inspected it. Doing this will result in disqualification.
5. Competitor must start with their back to the crowd.
6. Head Judge has final call.

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Hot Saw:

1. Safety equipment must be worn: eye, ear, and leg protection. Failure to do so will result in disqualification.
2. Any one-piston saw allowed.
3. Saw must have a pipe.
4. Starter cord must be tethered.
5. Contestants will be allowed five (5) minutes of warm-up / prep-time, with all saws in the ring, and then shut off. Saws are not to be run outside the designated warm-up area, designated by the head judge.
6. For each heat, a one-minute warm-up will be given to contestants. The Head Judge will signal for all saws to be shut off at 45 seconds, after which palms of hands must be on the top of the wood. Countdown will begin at one minute. Hands must be on the wood before "GO", or the contestant will be disqualified.
7. Time will start on "GO!" When finished, saws are to be shut off and not run until the specified flush-out time after the event is over.
8. Warming up or flushing saws outside the specified time will result in disqualification.
9. Contestant will make three cuts on a designated block of wood in the following order: one DOWN cut, one UP cut, one DOWN cut.
10. Each saw may only be run once.
11. Each contestant will be allowed 6" of cutting length, marked on the block.
12. If the line is cut in any area, cut does not count.
13. Head judge has final call.

Birling Elimination:

1. Will be single elimination format.
2. Competitors will be seeded into brackets.
3. Each match will consist of three (3) rolls. Winner of 2 out of 3 rolls will advance to next round.
4. One log will be used.
5. Log roll judge has the final call.

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Production Modified Saw:

1. Safety equipment must be worn: eye, ear, and leg protection. Failure to do so will result in disqualification.
2. Any one-piston saw allowed.
3. Saw must have a pipe.
4. Starter cord must be tethered.
5. Contestants will be allowed five (5) minutes of warm-up / prep-time, with all saws in the ring, and then shut off. Saws are not to be run outside the designated warm-up area, designated by the head judge.
6. For each heat, a one-minute warm-up will be given to contestants. The Head Judge will signal for all saws to be shut off at 45 seconds, after which palms of hands must be on the top of the wood. Countdown will begin at one minute. Hands must be on the wood before "GO", or the contestant will be disqualified.
7. Time will start on "GO!" When finished, saws are to be shut off and not run until the specified flush-out time after the event is over.
8. Warming up or flushing saws outside the specified time will result in disqualification.
9. Contestant will make three cuts on a designated block of wood in the following order: one DOWN cut, one UP cut, one DOWN cut.
10. Each saw may only be run once.
11. Each contestant will be allowed 6" of cutting length, marked on the block.
12. If the line is cut in any area, cut does not count.
13. Head judge has final call.