

70th Northeast Conclave

At

Alfred State College

Hosted by:

The Pioneer Woodsmen's Club

April 22 and 23, 2016

Official Rules

Contact Information:

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Head Judge

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Events List:

Singles: Axe Throw
Single Buck
Stock Saw
Hard Hit
Birling
Super Swede

Triples: Quarter Split
Horizontal Chop

Doubles: Crosscut to Hell
Firebuild
Vertical Chop

Team: Crosscut
Bowsaw
Pulp Toss
Log Roll (no decking)
Packboard
Canoeing

Event Rules:

General Rules:

- All contestants must be a registered students at the school they represent. Official teams will consist of six (6) contestants plus an optional alternate who may replace an injured teammate for the duration of the competition. An alternate replacement cannot be changed again for the remainder of the entire Conclave competition. The head judge must approve of all replacements. Jack and Jill teams must include minimum of three (3) women.
- If a team feels an error has been made in judging or scoring, the captain of that team should notify the head judge as soon as possible. The head judge has the final say in any question or disagreements. Disputes will not be decided by captain's vote.
- Each individual on a team will compete in one of the SINGLES events, one of the DOUBLES events, one of the TRIPLES events, one of the canoe events, and all five of the TEAM events.
- Scoring will be proportional. Event winner will receive 100 points.
- SAFETY PRECAUTIONS: All competitors in Horizontal Chop, Vertical Chop, and Splitting, and the axe user in Fire Build are required to use protection on their legs and feet. Failure to wear proper protection will result in disqualification for the event in question. A flotation device must be worn for canoe events.
- STARTS: For all timed events the starting cadence will be:
 - 1. "Contestants Ready?"
 - 2. "Judges and timers ready?"
 - 3. "3-2-1-GO!"
- The Pioneer Woodsmen's Club and Alfred State College will not be held liable for accidents which might occur before, during, and after the contest. All persons must execute the assumption of risk form before participating in the competition.
- If any contestant(s) cannot finish any timed event they may stop the event by telling the judge. To prevent dangerous fatigue and to expedite the contest, a time limit of ten (10) minutes will be imposed for **all** timed events, unless another time limit is dictated under specific event rules.
- It is the intent of these rules to provide penalties for rule infractions. Disqualifications may result only from cheating, gross violations, or unsportsmanlike behavior. The Head Judge is the only person who may disqualify an individual or a team.
- In the sawing events, a complete cut is defined as one where kerf made by the saw passes completely through the log. Broken cookies count if they can be put together to make a full disk and cut-outs can be restarted. Cookies dangling by a sliver or bark strip shall be considered full cookies.
- Upon completion of each event one competitor must sign the Judge/Timer sheet to acknowledge the time and penalties as recorded.
- Pioneer Woodsmen's Club will provide sawing stands and V-chop stands. Binders for sawing events as well as H-chop stands must be provided by visiting teams.

***All wood sizes and shapes are subject to change. In case of substitution, we will make every attempt to let you know as soon as possible**

Singles Events:

Stock Saw

A saw will be provided. The saw will be running on the ground with the chain brake OFF. Edge of competitor's fingers must be touching top side of cant. They will cut a down, up, down. A cutout may be corrected if there is enough wood by making the same cut that was intended. Time will stop after three complete cookies are cut.

Single Buck

The competitor will saw through the log using a cross cut saw / single buck saw. Wood sizes may vary depending on availability of wood but will be consistent for all teams in each division. 1.5 inches of wood per cut will be allowed for starting cut and a dollar bill kerf will be allowed and set prior to the starting of the event. (A 15 second penalty will be issued if the competitor uses more than 1.5 inches of wood and in the event of a cutout there will be a 30 second penalty issued/unless they can restart and cut inside the allotted amount of wood.)

Super Swede

8X8 will be used for all teams; men will make 4 complete cuts (5 inches of clear wood); J&J 3 complete cuts (4 inches of clear wood) and women will be making 2 complete cuts (3 inches of clear wood) . (Any broken cookies must be able to be pieced together for it to count; otherwise the competitor must re-cut the cookie). (A 15 second penalty will be issued for using more than allotted wood).

Axe Throw

Axe must stick to the target, target will be approximately 5 feet off the ground at center and the throwing line will be 20 feet away from the target. (a zero will be issued as a point penalty for stepping over the line before axe hits the target). The target will be scored in bulls-eye fashion with highest ranking points in the center and less points outward. There will be 1 optional practice throw, and 5 throws that will count towards your score. Double sticks must be tapped down by competitor until top edge is out. If axe falls, no points will be awarded. The axe handle must be pointing down for points to count.

Hard Hit

Contestants will do an Underhand chop for number of hits as opposed to time. The lowest number of hits will win, in the event of a tie then we will go to time to see who was the fastest. Any contact between the axe and the block will be considered a hit. Contestants will

be allowed to step off of the block for the turn, but will not be allowed to check the bottom for wood depth. This event will start the same as all other events “3-2-1 go”.

Birling

Contestants will start on the synthetic birling log; the scoring for this event will be fastest time to complete 10 rotations. The event will start once the competitor is set up and comfortable, there will be a “3-2-1 GO” and then the competitor will have to complete 10 full revolutions for the time to stop.

Doubles Events:

Crosscut to Hell

1. **Description:** Two persons will make nine (9) cuts through a squared log with a crosscut saw.
2. **Setup:** A wood cant will be fastened to a saw buck. Each pair of contestants will have 12" of clear wood. (Teams are allowed to bring additional tie downs, straps, etc.)
3. **Procedure:**
 1. Contestants shall indicate to the judge when they are ready.
 2. Time will stop when the ninth complete cookie comes free from the cant.
 3. Cutouts may be recut, provided the recut is made within the designated area of the log.
4. **Scoring:** Each team score shall be determined by the total elapsed time for the nine cookies plus penalties as follows: 15 seconds for each incomplete cookie, 15 seconds for going beyond the 12" mark on the cant.

Firebuild

- A) **Description:** In Firebuild, teams must boil water over a fire.
- B) **Setup:** All teams will be supplied with a dried bolt of wood and a can with a pre-measured amount of water & soap.
- C) **Procedure:**
 1. Two competitors will make a fire and boil over a can of soapy water.
 2. The competitors will be provided with a dry log, three strike-anywhere matches, and a can with equal amounts of soapy water.
 3. If more matches are needed, the timer for each team will have a supply of matches. Competitor can only collect one match at a time from them to be used.
 4. If water from can accidentally or intentionally is spilled, the team must get a brand new can from the judge or timer and continue the event.
 5. Any style structure can be built for the fire.
 6. Strike pads on axe or drawshave are allowed.
 7. Pieces of bark or wood cannot be used to cover can as a lid.

8. Once the water boils over completely, time will stop.
 9. Two tools are allowed (axe /knife/ draw shave) plus an axe for hanging the can if desired.
 10. Fires may be built on a cookie if desired
- D) **Scoring:** Each team's score for this event will be determined by the elapsed time.

Vertical Chop

- A) **Description:** Two contestants will chop through a cant, held vertically, for speed; **if wood allows men's teams will have two cants of 8x8/ women and J&J will share an 8x8.**
- B) **Setup:** The cant will be assigned by lot at the captain's meeting. Stands will provided; the setups hold the blocks firmly in place, about 2 feet off the ground. (A reminder: leg protection on both feet must be worn).
- C) **Procedure:**
- (1) When the cant has been set up and the contestants are ready the judge will start the event. (Axe for the starting competitor must remain on the wood until "1")
 - (2) The first contestant will chop approximately half way through the cant as quickly as possible; when the first contestant is half way through, he or she will step out of the way and signal the second competitor to start chopping.
 - (3) Time will stop when the top of the cant is completely severed from the bottom portion held in the setup.
 - (4) Once the second person begins chopping, the first person may not chop again. Each person may chop only on his or her side.
- D) **Scoring:** The time for this event will be determined by the total elapsed time for the contestants to chop the cant plus any additional time for penalties as follows:
- (1) 30 seconds for two persons chopping at once
 - (2) 30 seconds if the first chopper takes back over for the second chopper
 - (3) 30 seconds for chopping on your partner's side of the cant
 - (4) 30 second penalty if it is not relatively close to each competitor chopping half/judges call. This isn't to trap anyone; it's to make sure we don't get the one hit wonder on one side and the other competitor chopping 95% of block.
 - (5) Starting before go 5 second penalty.

Triples Events:

Quarter Split

- A) **Description:** The purpose of this event is for each of three team members to split one hardwood bolts into 4 pieces. The Bolt is marked with a dot and must be split into 4 pieces with a portion of the painted dot on each of the 4 pieces.
- B) **Setup:** Each team will be provided three logs, assigned according to the numbers drawn at the first Captains' meeting. Contestants must use axes; **splitting mauls are not permitted.**
- C) **Procedure:**
- (1) Splitting is run as a relay with the competitors working separately.
 - (2) At the starting signal, the first contestant will split his or her log in 4 pieces. Pieces must have a portion of the painted circle on each; size of the piece does not matter as long as it's the full length of their log.
 - (3) When the first person is finished, the second person works on the next log followed by the third person who works on the final log.
 - (4) Only one person may be working at a time.
 - (5) Each person may touch only his or her own log. Contestants may not touch their log while another splitter is working.
 - (6) When the third person has completely finished, he or she yells "Time!" and the watch is stopped.
- D) **Scoring:** Each team's score will be determined by the elapsed time plus additional penalty time as follows:
- (1) Failure to have a portion of the dot on all 4 pieces will result in a 30 second penalty per piece without a dot.
 - (2) Two contestants splitting at the same time: 30 seconds

Underhand Chop

- A) **Description:** Each of three contestants chops through a squared cant as quickly as possible.
- B) **Setup:** Each team will make use of the cants designated specifically for horizontal chopping. These three chopping cants must be prepared before the event begins. (Note: teams must furnish their own stands if they want to use stands). Reminder: foot and shin protection must be worn for this event.

C) Procedure:

- (1) Chopping is run as a relay (competitors working sequentially).
- (2) All persons who are not actually competing or acting as judges or timers must be kept at a safe distance.
- (3) Axe on the wood until the count of "1".
- (4) On the starting signal, the first person will chop completely through his or her cant. When the first person has finished, the second person will chop his or her cant, and then the third person will do the same.
- (5) The time for this event will stop when the third person has says "Time".
- (6) Only one person may be chopping at a time.
- (7) After a competitor has finished chopping, he or she may not touch the chopped cant. The judges will inspect the cants after the event to make sure that they were completely severed.
- (8) Contestants may not chop a teammate's cant.

D) Scoring: Each team's score will be determined by the elapsed time plus any additional time for penalties as follows:

- (1) Two contestants chopping at the same time: 30 seconds
- (2) Touching a cant before judge's inspection: 30 seconds per infraction
- (3) Any cant not chopped completely:
 - (a) Cant still supports contestants weight without breaking: 60 seconds
 - (b) cant has collapsed but not completely separated: 5 seconds
- (4) Starting before go: 5 second penalty

Team Events:

Crosscut

- A) **Description:** The purpose of this event is for three crosscutting pairs to make a total of 9 cuts-3 cuts each for men/ total of 6 cuts-2 cuts each for J&J and women, as quickly as possible.
- B) **Setup:** ASC will supply sawhorses for Crosscut and Bow sawing, or teams may bring their own. The ASC provided horses require the use of two chains and load binders or straps; which must be provided by each team. Teams may alter the height of the saw horse as desired. Any type of crosscut saw may be used.
- C) **Procedure:**
- (1) This event is run as a relay (pairs competing sequentially).
 - (2) All cuts must be complete to count/ broken cookies will be allowed if they can be matched up to for a complete cookie.
 - (3) At the starting signal the first pair will make three complete cuts and then hand the saw to the second pair. The second pair will make three cuts, followed by the third pair.
 - (4) The time for this event will stop when someone on the team yells "Time!"
- D) **Scoring:** Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:
- (1) Each incomplete cut (short of the required 9): 20 seconds
 - (2) Starting before signal to go: 5 seconds

Bowsaw

- A) **Description:** In Bow sawing, each team member will make (2 cuts for men, 1 cut for women and J&J) on a squared cant as quickly as possible.
- B) **Setup:** The setup for this event is the same as for crosscut sawing. Note that each team must provide a pair of load binders to secure the cant on the provided sawing stand. Any type of bucksaw may be used.
- C) **Procedure:**
- (1) This event runs as a relay (competitors cutting sequentially).
 - (2) At the starting signal the first person will make one complete cut on the cant and then hand the bucksaw to the second person. The second through six competitors will saw one cookie each in the same fashion.

- (3) All cuts must be complete to count, broken cookies will be allowed if they can be matched up to for a complete cookie.
 - (4) The time for this event will stop when a team member competing yells "Time!"
- D) **Scoring:** Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:
- (1) Each incomplete cut: 30 seconds
 - (2) Starting before go: 5 seconds

Log Roll

- A) **Description:** In Log Roll, three pairs of competitors will roll a log in sequence along a course as quickly as possible.
- B) **Setup:** The log roll event will have 2 pairs of stakes arranged in a relatively straight course. The log will be approximately 10 feet long. Cross hauling the log is permitted, but the course cannot be completed by only cross hauling, the log must be rolled as much as possible.
- C) **Scoring:** Each team's score will be determined by the elapsed time plus additional time for penalties as follows:
- (1) Competitors touching the log other than during their turn: 30 seconds
 - (2) No cross hauling restrictions.

Pulp Toss

- A) **Description:** In Team Pulp, team members will throw pulp sticks back and forth between two sets of stakes as quickly as possible.
- B) **Setup:** Multiple pulp throwing pits will be set up. The men's pit will have posts at the corners of a 4' x 20' rectangle, and the women's and J&J pit will have posts at the corners of a 4' x 15' rectangle. Each pit will have 4 relatively small sticks about 4' long.
- C) **Procedure:**
- (1) Before the start, all four sticks will be placed at one end of the pit by the competitors. Three competitors will be at each end of the pit.
 - (2) At the start, the first competitor will pick up and throw the four logs one at a time towards the other end, attempting to make them count as successful throws. A successful throw is one that results in the log lying between the two posts with the log showing on both sides of the posts after all four logs have been thrown.

- (3) The judges will keep a running tally of successful throws. If a log is knocked away from the scoring zone by a subsequent throw, the tally will reflect the new total.
 - (4) Before the second contestant starts his or her four throws, the logs must be drawn within reach so that competitor will not have to step across the plane defined by the stakes to retrieve the logs.
 - (5) Once the second competitor begins throwing, he or she cannot step across the plane between the two stakes. The third, fourth, fifth and sixth competitors will continue, and then the first one will begin again.
 - (6) After one contestant has thrown his or her fourth log, the next contestant must wait until the judge calls out the number of successful throws before intentionally grabbing a log to throw it. The judges will call out the number as soon as the logs have stopped moving enough to make a difference or have gone past the end of the pit. One judge will be stationed at each end of the pit.
 - (7) The time for this event will run until the 48th successful throw has landed, even if the 48th throw happens to land before a set of four throws is finished.
- D) **Scoring:** Each team's score will be determined by the elapsed time, plus any additional time for penalties as follows:
- (1) Intentionally touching a log before the judge has called out the number of successful throws: 10 seconds per infraction
 - (2) Stepping across the line between the two stakes after beginning a sequence of four throws: 10 seconds for each infraction
 - (3) Failure to pull logs behind the plane of the stakes before a contestant begins throwing: 10 seconds for each infraction

Pack Board

Description: This is a relay event with a weighted pack to be run in heats of both men's divisions separately, the women's divisions, and the Jack and Jill's division.

Set-up: Relay course will be marked out a determined area on campus men's packs will be 50+/- pounds, and women's and Jack and Jill's will be 35+/- pounds. We will provide the weight, bring pack, blankets and rope for tying. **No shelves are allowed on your pack.**

Procedure: At the timers say of go the first competitor will tie the pack and pick it up and begin running the course to the second person for a hand off, then third, fourth, and so on, the start will also be the end of the course it will essentially be a loop course.

Scores: Are to be based on time failure to have your pack tied upon completion of the course we result in a 30 second penalty.

Not having all items in pack from start to finish- 3 min penalty

Hand off failures will result in a 30 second penalty each offense.

Canoeing

Singles Canoeing

- A) Description:** The object of this event is for two contestants to canoe a course for speed. One person paddles the first half then the canoe is passed to the second person who canoes the second half.
- B. Set-up:** The course will be defined by colored floats and other markers.
- C. Procedure:**
1. Prior to the start, the first contestant will be in the canoe behind the starting line marked by two floats. When the judge signals that all is ready, the contestant may begin.
 2. The time for the event begins when any part of the canoe crosses the starting line.
 3. The contestant will paddle the first half of the course, as defined by the floats. Penalties will be assessed for passing a float on the wrong side or not following the correct course (see Scoring, below).
 4. At approximately the halfway point an exchange area will be marked. The second contestant will take over at this point.
 5. The second contestant will complete the course in the same fashion as the first. Timing will stop when the canoe completely crosses the finish line marked by two floats.
- D. Scoring:** A team's score for Singles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties as follows:
1. Passing a float on the wrong side of the canoe: 30 seconds per float. Note: no penalty will be assessed for submerging a float as long as it does not show on the wrong side of the canoe.
 2. Skipping a float entirely: 60 seconds per float.

Event #2 Doubles Canoeing

- A. Description:** Doubles is the same concept as singles canoeing except that two people work together to paddle a canoe around a course. No exchange is made.
- B. Set-up:** The set-up is the same as for Singles Canoeing.
- C. Procedure:** The procedural steps are the same as in Singles Canoeing, except that no exchange has to be made and two people paddle the canoe over the complete course.
- D. Scoring:** A team's score for Doubles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties. The penalties are the same as in Singles Canoeing.

Event #3 Portage Canoeing

- A. **Description:** The object of this event is for two contestants to paddle and to carry a canoe and paddle around a land and water course for speed. One person does the first half, which consists of a leg in the water and a leg carrying the canoe and paddle. The canoe and paddle are then passed to the second team member who runs a land leg and then navigates a water leg to finish.
- B. **Set-up:** The water portion of the course will be marked by floats, and the land portion will be marked by flags, tape, signs, etc.
- C. **Procedure:**
1. The start will be the same as in singles canoeing.
 2. At approximately the halfway point an area will be marked where the first contestant will pass the canoe and paddle to the second contestant. This exchange area is the only place where both contestants can be touching the equipment at the same time.
 3. The time for the event stops when the second contestant, the canoe, and the paddle completely cross the finish line.
 4. The contestants may not be physically assisted while they are on the course.
- D. **Scoring:** A team's score will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties. The penalties are as follows:
1. Missing a float or straying off the land course: 60 seconds each infraction.
 2. Receiving physical assistance from another person, except from your portage teammate in the exchange area: 60 seconds each infraction.
 3. Going on wrong side of a float: 30 seconds each infraction.
 4. Canoes being portaged must be carried, dragging a canoe out of the water is allowed; dragging it for the portage is not.

All canoes must be a minimum of 14 feet 10" in length, from furthest tip forward to furthest tip back - for schools not wanting to transport their canoes to Alfred; Alfred State will provide a 15 foot aluminum canoe that can be used. Schools will need to provide their own PFD and paddles.