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Section I. GENERAL RULES

1. Teams earn points in each of nineteen events according to their performance. The team with the highest total will win its division (men, women, J&J)
2. Official teams will consist of at most six contestants plus an optional alternate who may replace an injured teammate for the duration of the competition. All contestants must be registered students at the school they represent. The head judge must approve all placements.
3. In the case of alum teams, substitution may be made freely.
4. 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 questions or disagreements.
5. The raw data from each event will be adjusted to a 100-point maximum scale. Thus, the best score for each event for a team will be assigned 100 points, and lesser scores will be calculated proportionately based on time or score.
6. For sawing events, each school must provide its own set of chain and binder.
7. Positions and wood allocation will be determined by drawing lots at the first captains' meeting. Teams may use their wood in any way but they will not get extra wood if they run out.
8. Neither Dartmouth College nor the Dartmouth Outing Club will be held liable for accidents, injuries, or personal losses which might occur before, during, or after the contest.
9. SAFETY PRECAUTIONS: All competitors in Horizontal Chop, Vertical Chop, Splitting, and the axe user in Fire Build are required to use protection on their legs and feet. Personal floatation devices must be worn in the canoe events. Moreover, competitors in Disk Stack must wear full PPE (helmet, ear protection, eye protection, and chaps).
10. STARTS: For all timed events excluding canoeing the starting cadence will be "Contestants ready? Judges ready? 3-2-1-GO!" Canoeing will use the rolling start, in which the time will start as the first part of the boat crosses the starting line.
11. All false starts will result in a 30 second time penalty.
12. In the sawing events, a complete cut is defined as one where the kerf made by the saw passes completely through the log. Broken cookies count if the can be put together to make a full piece, and cut-outs can be restarted.
13. Disqualifications may result only from cheating, gross violations, or unsportsmanlike conduct. The Head Judge is the only person who may disqualify someone. In all cases, the intent of the rule will supercede the exact wording.
14. In the canoeing events, the paddles may not be double-bladed or used with a lock or any type of mechanical attachment. No kayaks or decked boats (only open traditional style canoes allowed).
15. Competitors may not try out the events prior to the real competition.

Section II. CANOEING EVENTS

Event #1 Singles Canoeing

Description: Two contestants canoe a course for speed. Each contestant canoes the course individually with a hand-off in the middle.

Set-up: Course will be defined by colored floats/markers.

Procedure: The clock starts when any part of the canoe crosses the starting line. The second contestant will take over at the exchange area, completing the same course as the first contestant. Timing will stop when the canoe completely crosses the finished line marked by two floats.

Penalties: 30 second time penalties will be given for passing on the wrong side of a float or going around a 360° float without crossing your wake. 60 second time penalties for skipping a float entirely.

Event #2 Doubles Canoeing

Description: Two contestants work together to paddle a canoe around the course.

Set-up and Penalties: Set-up and penalties are the same as singles canoeing, except there is no hand off and the course is only run once.

Event #3 Portage Canoeing

Description: Two contestants will run through a land and water course for time.

Set-up: One person will canoe the course and then carry the canoe on land to a handoff, from which the second person will run back to the water and paddle the course. Do not drag canoes, they must be portaged. Set up will be the same as for singles and doubles canoeing, but with the added portage.

Penalties: Same as for singles and doubles canoeing.

Section III. SINGLES EVENTS

Event #4 Chain Throw

Description: One person will roll a 200-link surveying chain as neatly as possible without the use of a reel in the shortest time possible.

Set-up: Contestants must supply their own 200-link chains with standard ties (no Velcro)

Procedure: The contestant will lay the chain out on the ground before the start of timing. The contestant will coil the chain, secure one end, throw it, secure the final loose end, put the chain on the ground, and call out "time" to stop the time. After the judge has inspected the chain, the contestant will lay out the chain.

Penalties:

1. Ties not secure: 15 seconds
2. Uneven throw: 15 seconds
3. Kinks or uneven loops: 15 seconds
4. Poor appearance: Judge's discretion (5 to 30 seconds)
5. Problems laying out the chain: 15 seconds

Event #5 *Axe Throw*

Description: Contestants will throw an axe at a vertical target for accuracy.

Set-up: The target will be a cross-section of a large log, with the center 5' above the ground. Contestants may use any axe with a bit no wider than 6", and will throw from behind a line 20' from the target. If a contestant crosses the line before the axe hits the target, the throw will not be counted. Each contestant may take one practice throw before taking his or her five official throws. The axe must remain stuck in the target until removed by the judge. Any throw landing across two different scoring areas will be awarded the higher score.

Scoring: a first place tie will go to a throw-off, but scores will not change

- a. Within 3-inch diameter circle (bull's eye): 8 points
- b. Within 6-inch diameter circle: 7 points
- c. Within 9-inch diameter circle: 6 points
- d. Within 12-inch diameter circle: 5 points
- e. Within 15-inch diameter circle: 4 points
- f. Within 18-inch diameter circle: 3 points
- g. Within 21-inch diameter circle: 2 points
- h. Within 24-inch diameter circle: 1 point

Event #6 *Single Buck*

Description: A competitor must cut through a round log in the shortest time possible using a crosscut saw.

Set-up: Contestants will be responsible for their own saws, wedge, and oil. The log will be a peeled white-pine long, trimmed to a constant size (approximately 16-inch diameter for men and 14-inch diameter for women). Each sawyer will have a three-inch area (or less, if desired) clearly marked in which to make their cut. A starting cut of six circumferential inches will be allowed. Time will run until the severed cookie hits the ground.

Scoring: Using more than the allocated three inches will result in a 10 second penalty. Incomplete cookies will result in a 40 second penalty.

Event #7 *Disk Stack*

Description: A competitor must make a stack of as many cookies as possible from a vertical piece of wood.

Set-up: Competitors are responsible for a chainsaw and appropriate PPE (helmet, ear protection, eye protection, and chaps).

Procedure: The competitor will start his or her chainsaw and allow it to warm up. They will then have 3 minutes, starting from when they say start to the judges to make a stack of as many disks from the block as possible. Each competitor will be given 24 inches of wood, marked at the top and bottom. Competitors will receive one point for each cookie that is stacked on the cant at the end of the time. There is a 2 disk penalty for cutting outside the line (on the line is fine).

Event #8 Pole Climb

Description: The competitor will attempt to climb up the pole and hit the bell as fast as possible.

Set-up: 30' climb. Competitors are responsible for providing their own belayer, gaffs, rope, or harness. Time stops when the climber strikes the bell with either hand or rope. Toe or traditional gaffs are permitted.

Event #9 Birling

Description: Contestants will attempt to balance on a key log in water for as long as possible. The competitors with the top four longest times will advance to an elimination bracket to determine the overall winner. Competitors **are not allowed** to wear cleats or spiked shoes.

Set-up: A 12-foot synthetic Key Rolling Log will be used for the competition.

Procedure: A teammate will hold a pole for the contestant while they get on the log. If the competitor falls off before the time starts, they must get back on the log immediately. Timing starts when the competitor lets go of the pole and ends when he or she hits the water. Three falls will be recorded, with only the best time counting. The four competitors who have the longest times will then be placed in a head to head elimination bracket, where two competitors will birl on the log at the same time. The two competitors who win their best-out-of-three falls will continue onto the final round. The two losers will compete again for 3rd and 4th place.

Scoring: 1st place: 100 points, 2nd place: 90 points, 3rd place: 85 points, 4th place: 80 points. Places 5th-nth are worked out proportionally compared to the longest qualifying time.

SECTION IV. DOUBLES EVENTS

Event #10 Vertical Chop

Description: The object of this event is for two contestants to chop completely through a vertically supported white pine log (men and J&J: 12" diameter; women: 9" diameter) in the shortest time possible.

Set-up: Stanchions will be provided to hold the blocks firmly in place, about two feet off the ground. Metal guards, covering foot and shin, must be worn. The contestant are requested to add some nails to prevent slabbing where appropriate.

Procedure: One contestant will chop through half of the log, step away, and signal to their partner who will then chop the other half of the log. Once the second person starts chopping, the first person may not chop again. Each person may chop only his or her half. Time will stop when the severed half of the log hits the ground. If the contestants were not able to make a complete cut because of major slabbing, another log will be provided by the DOC and the contestants will chop again.

Scoring: Two people chopping at once or first person chopping after the second has begun, 30 second penalty. Incomplete cut, 60 second penalty.

Event #11 Scoot Load

Description: The object of this event is for two contestants using peavies or cant hooks to load three 10-foot logs on a platform as quickly as possible.

Set-up: The scoot will be 24 inches high and two poles about 10 feet long will be provided to use as ramps. At the start of the event the three logs will be behind the starting line about 30 feet from the scoot. Contestants may position the logs anywhere behind the line. J&J will use the women's logs.

Procedure: Contestants will start behind the line. On the starting signal the two contestants will set the ramp poles in place and move the three logs up the ramp and on to the scoot. Only peavies or cant hooks can be used to advance the logs. The logs must be centered on the scoot, and the ends must be outside the edges of the scoot. Once the logs are loaded the contestants will return the ramp poles to their original positions. Time ends when both poles are back and the contestants call time. Contestants must return the logs to their original positions once the event is over.

Scoring: Moving the log without the peavies, 60 second penalty. Logs not centered, 30 seconds per log penalty.

Event #12 Crosscut to Death

Description: The object of this event is for a pair to make a total of eight cuts on a white pine cant as quickly as possible (8x8 for all).

Set-up: Each team will use some part of their total supply of pine cants for this event. The DOC will supply sawhorses, but teams are encouraged to bring their own. Team members can be used to brace the sawhorse.

Procedure: The pair will make eight complete cuts. Timing will end when a competitor calls time.

Scoring: Each incomplete disk (short of the required eight), 20 second penalty.

Section V. TRIPLES EVENTS

Event #13 Splitting

Description: The object of this event is for each of three team members to split two hardwood logs.

Set-up: Each team will be provided with six hardwood logs, assigned accordingly to the numbers drawn at the first Captains' meeting. Teams will also be provided with two large empty barrels with a 5-inch square hole cut in the top. Contestants may use axes or mauls and must wear leg protection.

Procedure: At the starting signal, the first contestant will split their logs until all of the pieces can fit through the hole in the barrel. Once all of their logs are in the barrel, the second person

will split in the same fashion, followed by the third person. Only one person is permitted to be working at a time. Each person may touch only his or her own logs. No use of the axe is allowed to help the wood into the barrel, nor is hammering. The timing will end when the third splitter calls time.

Scoring: Two contestants working at the same time, hammering any piece of wood to force it into the barrel, pieces of wood remaining outside the barrel (other than bark/splinters) after time is called, or handing another contestant's wood: 30 second penalties.

Event #14 Horizontal Chop

Description: The object of this event is for each of three contestants to chop through a white pine cant as quickly as possible (8x8 for men, 6x6 for women).

Set-up: Each team will make use of some part of their supply of cants for this event. Three chopping cants must be prepared before the event begins and laid out in order of chopping on a line established by the DOC. Teams must bring their own stands. Foot/leg protection must be worn for this event.

Procedure: On the start signal, the first person will chop completely through his or her cant. When the first person has finished, the second will chop his or her cant, then the third will do the same. Only one person may be chopping at a time. The time will stop when the third competitor has called time. After a competitor has finished chopping, he or she may not touch the chopped cant.

Scoring: Two contestants chopping at the same time or touching a cant before judge's inspection or after the next team member has begun chopping, 30 seconds per infraction. Cant still supports contestants weight without breaking, 60 seconds. Cant has collapsed but does not completely separate, 5 seconds.

Section VI. TEAM EVENTS

Event #15 Crosscut Saw

Description: The object of this event is for three cross-cutting pairs to make a total of nine cuts (three each) on a white pine cant as quickly as possible (8x8 for men, 6x6 for women).

Set-up: Each team will use some part of their total supply of pine cants for this event. The DOC will supply sawhorses, but teams are encouraged to bring their own. Only team members may brace the sawhorse.

Procedure: This event will run as a relay (pairs sawing sequentially). 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. Time will stop when someone on the team yells time.

Scoring: Each incomplete disk (short of the required nine), 20 second penalty.

Event #16 Team Bucksaw

Description: The object of this event is for each team member to make one cut on a white pine cant as quickly as possible (8x8 for men, 6x6 for women).

Set-up: The set-up is the same as in Crosscut Saw.

Procedure: Each contestant will cut through one cookie, sequentially handing it off to the next person. All cuts must be complete to count. The time for this event will stop when a team member yells time.

Scoring: Each incomplete cut short of the required six, 30 seconds.

Event #17 Log Roll

Description: The object of this event is for three pairs of teammates to roll a log, with the aid of peavies or cant hooks along a course as quickly as possible.

Set-up: The log rolling course will have pairs of stakes marking each end of the course. The log will be about 12 feet long with the women's being lighter than the men's. J&J teams will use the women's log.

Procedure: At the start, the first two contestants will roll the log to the other end of the course, hit both stakes, and bring the log back to touch both starting stakes. The second pair of contestants will then roll the log down and back, followed by the third pair. The log must touch each stake at either end, but not necessarily simultaneously. The time will stop when the third pair completes their roll.

Scoring: Missing a stake before returning or switching to the next pair, 60 second penalty. Competitors touching the log other than during their turn, 30 seconds.

Event #18 Pulp Toss

Description: The object of this event is for team members to throw pulpwood back and forth between two sets of stakes as quickly as possible.

Set-up: Two pulp throwing pits will be set up. The men's pit will have posts at the corners of a 4-foot by 20-foot rectangle, and the women's pit will have posts at the corners of a 4-foot by 16-foot rectangle. Each pit will have four sticks of pulpwood about four feet long. Women's wood will be lighter than men's. J&J teams will use the women's pulpwood.

Procedure: Three competitors will be at each end of the pit. 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. After the first competitor is completely finished throwing, the second competitor may throw their four logs, followed by the third and so on. A contestant may not step across the line between the front of the two stakes after he or she has begun throwing his or her four logs. The time for this event will run until the 48th successful throw is landed.

Scoring: A thrower steps across the line between the two stakes after beginning a sequence of four throws, 10 seconds per infraction after one warning.

Event #19 *Packboard Relay w/ Fire-build*

Description: The object of this event is for each team to run a relay course carrying a packboard with a blanket, starting wood, a knife, a hatchet, and matches, followed by a fire-build.

Set-up: Each team supplies its own packboard, rope, hatchet, and knife. The blanket must be at least 4 feet by 6 feet. The DOC will supply the starting wood and soapy water for the event. A walk-through of the course will take place before the event.

Procedure: Before the event begins, the rope, the starting wood, the knife, matches, and the packboard will be spread out on the ground behind the starting line. The rope must be free of knots and no items may be touching each other. The first contestant will be ready to start, with four other teammates at the exchange areas along the course, and one waiting at the end. At the starting signal the first person will wrap the knife, matches, and wood into the packboard, and run with the packboard to the first exchange area. The first person may not leave the starting area until the load has been wrapped and tied to the packboard. At the first exchange area, the second person will take the packboard and run to the next area. This process is continued until the fifth person runs into the firebuild area. The pail of soapy water will be waiting at the finish area. The fifth and sixth competitors will work together to use the knife, wood, and matches to build a fire sufficient to boil over the soapy water in the pail. Time will end when the water boils over.

Scoring: The first person leaves the starting area before the load has been lashed to the packboard, 60 seconds. Two or more people touch the packboard or load outside of an exchange area, 60 seconds.