



# 2016 Official Rules

## GENERAL INFORMATION

website: [www.nylumberjacks.org](http://www.nylumberjacks.org)

**Membership:** Yearly membership dues are \$25.00 if paid before January 15 of the year, and \$30.00 if paid after January 15. Membership in NYSLA entitles you to contestant status, voting rights, contest announcements and entry forms and ads in the For Sale Flyer. You will receive one shirt as part of the fee which must be worn when competing. Membership requires participation by the member in running the show (timber handling, timing, clean up, etc.). Failure of any member to assist, upon being asked, could result in membership termination as determined by the Board of Directors.

**Registration Information:** The NYSLA entry fee per contest is \$15.00. The entry fee for youth 16 years of age and under will be \$5.00. Each contestant must be a member. Entry forms will be sent out via email and posted on the website, 2 months prior to the contest. Entry forms will be due 1 month prior to the contest. Entries must include partner's name for team events, completed registration by the partner and full payment. No late entries will be accepted. The only changes that will be allowed after the stated registration deadline will be to scratch the event.

**Prize Money:** The Treasurer will have the authority to issue the prize money either by cash or check at the conclusion of the contest, or a check by mail. Prize money distributed at the conclusion of the contest will occur after clean-up is complete and the trailer is loaded.

**Official Rules:** It is the responsibility of each contestant to know the NYSLA's rules. Copies of the Rules will be available at each contest and on the NYSLA website. Changes to the Rules will be made only at the Annual Meeting. Necessary budget items can be acted on at the Fall Meeting.

**Wood Selection:** The Wood Selection work crew will examine and number the wood for each event. Each contestant will be required to use the wood assigned.

**Drawing for Wood, Heat, and Set-Up Numbers:** There will be no drawing for wood, heat, or set-up at the time of check-in. These will be randomly drawn by the Scorekeeper in advance. Once the wood has been cut and marked by the Wood Selection work crew, contestants will receive their numbers. At all times, contestants will use the designated set up.

**Stipends:** per diem fees will be paid to the Head Judge, Announcer and Scorekeeper. They do not need to be NYSLA members but must serve for the entire day and may not compete. These positions must be pre-determined by the contact person for that show with the approval of the Association President. The Contact Person will also receive payment. Mileage and other expenses for transport of the NYSLA trailer may be submitted to the Treasurer for reimbursement.

**Overall Champion Award:** Contestants will accumulate points throughout the year based on the results of NYSLA sanctioned contests. Points will be awarded for the top 6 places in each event and each contest. The top scoring male and female will each receive a plaque or embroidered item for their achievement. They will also serve as Board Members for the following season.

## **GENERAL COMPETITION RULES**

### **Contestants**

1. It is the responsibility of each contestant to know the NYSLA's Official Rules.
2. Each contestant will compete only one time in any given event.
3. Safety equipment for all events is recommended.
4. Contestants will compete on designated stanchion.
5. Arena is to be kept clear of all persons who are not engaged in the actual competition.
6. Contestants will not be allowed to compete under the influence of alcohol, and no drinking of alcoholic beverages will be allowed during the competition.
7. The Head Judge will have the right to stop any contestant competing in an unsafe manner.
8. The Head Judge will also have the right to disqualify any contestant displaying an unsportsmanlike attitude.
9. Once wood is in position, contestant will have a maximum of three minutes to countdown.
10. It is the contestant's responsibility to make sure that their wood is secured before the event.
11. All competitors must wear their NYSLA shirt and long pants during all NYSLA competitions.
12. Competitors may add their own sponsors to the uniform or make alterations as long as this does not affect the logo or competitors name (if applicable). Should a competitor not have their uniform available, extra shirts will be at all competitions for purchase.
13. All axe heads must be pinned.
14. No testing of axes at contest including "test holes".
15. All competition logs must remain in the competition area.

### **Timing**

1. In the event that there are 3 timers on each competitor, the time that is the furthest from the other two times will be discarded. In the event that there are only 2 timers and the times are far apart, the runner and/or Head Judge will work with the timers to decide which time should be discarded. In the event that neither timer got an accurate time, we will go to video if one is available. The final decision as to what time to accept is at the discretion of the head judge. (added March, 2013)

### **Starting**

1. Starting will be from a 3-2-1-GO countdown for all hand events. Chainsaw events will be "competitors ready, get set, Go!" spoken at a random cadence.
2. Contestants will be disqualified if they start before the "GO" signal.
3. Decisions of the Head Judge are final.

### **Line Cutting**

1. A continuous line must remain after the cut is complete.

### **Wood Sizing**

1. The Head Judge will approve the circumference and shape of the chopping block prior to the event.

## EVENTS

### Axe Throwing

1. Contestants will throw from designated mark, standing 20 feet from the target.
2. One practice throw will be allowed, followed by three throws for score. A contestant may decline the practice throw only BEFORE any throw is made.
3. No part of the contestant's body is to touch the ground over the 20 foot line until the axe hits the target.
4. Axe may stick in any manner. However, if the axe enters the target in a double-point stick, only the leading edge scores.
5. A minimum of 24-inch handle and 2-1/2 pound overall weight, and a maximum of 6-inch cutting edge.
6. Center of bulls eye to be 5 feet from ground level.

### Bow Saw

1. Bow saw to be run by one contestant.
2. Saw frames can be weighted.
3. An equal number of complete cuts will be made on one end of the log, the number of cuts to be decided by the Head Judge.
4. In case of a partial cut, another cut is allowable; timing watches not stopping, however.
5. Each contestant will be allowed 2" of timber length per cut.
6. Contestant will be disqualified if line is cut through.

### Crosscut

1. Two contestants will make a cut or cuts on one end of log, the number of cuts to be decided by the Head Judge.
2. In case of a partial cut, another cut is allowable; timing watches not stopping however.
3. Each contestant will be allowed 2" of timber length per cut.
4. Contestant will be disqualified if line is cut through.

### Log Rolling

1. Two contestants will roll a 14-foot, or whatever is available, log between two sets of stakes set 40 feet apart.
2. The log is to be rolled both ways for a total distance of 80 feet. Log must touch both stakes with wood showing on each side of the stakes, not necessarily simultaneously.
3. Stakes will be set one (1) foot in on each end of the log.
4. Hands and feet may not touch the log during rolling.
5. The peavey is not to be under or touching the log before "GO."
6. Time stops when judge signals.

### Modified Chainsaw

1. Safety chaps and eye protection are required.
2. Horsepower unlimited.
3. One piston.
4. Contestants will be allowed five minutes of warm-up/prep time, with all saws in the ring, and then shut off. 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 and competitor prepared to start. Countdown will begin at one minute. Hands must be on the wood before "GO," or the contestant will be disqualified. Time will start at the "GO" signal. When finished, saws are to be shut off, left in the ring, and not run again until the specified flush-out time after the event is completed.
5. Contestant to make three cuts in the following order: one DOWN cut, one UP cut, one DOWN cut. After the first cuts are attempted, any additional or finishing cuts can be made in any direction in order to make 3 complete cuts.
6. The saw will be run only once in any one event.
7. An equal number of complete cuts will be made on one end of the log.
8. Each contestant will be allowed 6" of cutting length.
9. Contestant will be given 5 minutes at end of event to flush fuel from saws.
10. Contestant may clear the saw during the specified warm-up time, in front of a safety screen, Contestants wishing to clear their saws are still encouraged to bring a block of wood from home. However, the contest contact person and/or head judge will have the authority to designate a block or blocks of wood from the leftover contest wood for clearing purposes.
11. Saws must be pointed at safety screens from start up until shut off.
12. All non-recoil starting cords must be tethered, with your own tether, to prevent interference with another competitor.
13. A saw chip guard must be in place on all saws to attempt deflection of waste chips.
14. Each contestant will be allowed 2" of timber length per cut.
15. Contestant will be disqualified if line is cut through.

### Pole Felling

1. This event must be done using an axe and the first hit must be an up swing.
2. A stake will be provided to each contestant. The stake must be placed at a minimum distance away from the base of the pole. This distance will be announced by the head judge, but will be approximately 2/3 the height of the shortest pole.
3. This event will be judged solely on distance from the stake, with time used to break ties.
4. A hit will be awarded if the pin is disturbed in any manner on the initial downward motion of the pole, and not on a bounce.
5. If not a hit, the pole must be placed back in the position where it initially hit the ground. This is to be done by the timer and/or judge, not the contestant.
6. The distance away will be measured from the edge of the stake to the nearest edge of the pole.
7. The bark may be removed from the pole, but the diameter of the wood may not be altered.
8. Once the event starts, the contestant may not use their hands or body to push or guide the pole in any manner.

### Single Buck

1. Contestants may have a helper to wedge the disk away from the block and to lubricate the saw. The helper must not touch the disk at any time during the event, other than with the wedge.
2. The size of the starting cut is determined by the Head Judge.
3. Contestants may question the location of the starting cut (if given) designated on or near obvious knots. Alternative location of starting cut will be decided by the Head Judge. Knots encountered thereafter will be considered luck of the draw.
4. Cut outs will disqualify the cut. Entire block must be cut.

### Splitting

1. Each block split must yield four full-length pieces of wood with paint on them.
2. It is the responsibility of the contestant to call "time" when done splitting.
3. After calling "time", the contestant may not touch or otherwise disturb wood pieces until they are checked by the official.
4. Failure to comply with any of the above will result in disqualification.

### Springboard Chop

1. Time will start on the word "GO". Any contestant hitting the block before "GO" will be disqualified. Time stops when the block is severed.
2. Springboard poles will be as close to 9 feet (108 inches) as possible.
3. Competitors are to use two springboards to ascend to the top of the pole and chop a firmly attached block from the top of the pole.
4. The block is to be cut from both sides.
5. All springboards must be balanced without any hanging device. Competitors cutting into or through existing board holes may be disqualified.
6. It is the responsibility of the contestant to make sure the block is correctly secured at the top of the pole.
7. Any block coming free of the pole will result in disqualification.
8. Reinforcement of the springboard pocket (duct tape, nails, screws, etc.) will be at the discretion of the head judge.
9. Competitors are not allowed to make test board holes in the springboard pole until after the show.

### Standing Block Chop

1. Time will start on the word "GO". Any contestant hitting the block before "GO" will be disqualified. Time stops when the block is severed.
2. It is the responsibility of the contestant to make sure the block is correctly secured to the stanchion.
3. Precautions against slabbing must be taken.
4. The acceptable precautions which can be taken to prevent slabbing shall include the use of 4 or more nails on each side of the block, or heavy rubber banding to attempt to hold the slab in place.
5. The first hit on each side must be an up-swing.

### Underhand Chop

1. Time will start on the word 'GO'. Any contestant hitting the block before 'GO' will be disqualified.
2. Time stops when the block is severed.
3. Block must be completely severed.
4. No one is to touch the block until the Head Judge has inspected it. If block is moved, kicked, struck with the axe after the chop or disturbed before inspection, the contestant may be disqualified.
5. When NYSLA provided cradles are available they should be used.
6. Contestants may not chop (practice) until their heat begins.
7. Precautions against slabbing must be taken. Acceptable precautions include the use of 4 or more nails on each side of the block, or heavy rubber banding to attempt to hold the slab in place.
8. Any competitor cutting through a foothold shall be disqualified.

### Obstacle Pole

1. Each pole will have a clearly marked top and bottom line.
2. The head judge will designate the starting position (usually hands flat on the face of the block to be cut, saw on the ground not running, competitor not touching the saw).
3. Upon go the competitor picks up the saw, proceeds to the area near the bottom line. The competitor's whole foot must make contact with the pole below the bottom line.
4. Competitor ascends pole. Saw cannot be started until top line is crossed.
5. Cuts to be made are determined by the head judge. It is recommended that 2 complete cuts be made. Saw must be shut off before crossing the top line.
6. Competitor must make contact with the pole below the bottom line before touching the ground.
7. Time stops when competitor touches the starting spot, with saw in hand.
8. If competitor falls off log before starting the saw, they can restart by touching the pole below the bottom line.
9. Once the saw has been started, if ground contact is made (i.e. with foot) prior to contact with the pole below the bottom line, a DQ will result.