

# Estacada Timber Festival - Logging Rules

## 1. Speed Climbing

(Caulks or boots with heels) Climbers will climb a 50 foot tall (approximate height) spar tree and ring the bell in a timed race. Climber starts with one spur in the tree, one on the ground. Time begins at the whistle and stops when climber rings the bell.

## 2. Choker Setting

Contestant will "shag" a 3/4" choker over a designated course and set in on a per-determined log, attaching the knob into the bell correctly. Choker must be set inside log stand. Time starts ON GO and ends when contestant crosses the finish line.

## 3. Double Bucking

Contestants will work in a team of two. A beginning cut will be made into a 12" alder to the depth of the saw teeth. Time starts on go and ends when the chip hits the ground. Contestants must take the next available cut.

## 4. Jack and Jill

Contestants will work in a team of two. A beginning cut will be made into a 12" alder to the depth of the saw teeth. Time starts on go and ends when the chip hits the ground. Contestants must take the next available cut.

## 5. Obstacle Pole

Starts at the end of the pole. One hand on the pole and saw on the ground. Time starts ON GO and ends when contestant touches the end of the pole.

ON GO contestant will grab the saw and run to the base of the pole - Contestant must mount and dismount pole below the Red Line - run up the pole and start saw after crossing the upper line. Saw must be shut off before crossing the upper line on the way back down. No cuts over 2".

## 6. Single Bucking

Contestant will saw through alder log using a crosscut saw. Contestant will begin with the saw buried in a cut previously made to the depth of the saw teeth. Time starts ON GO and ends when the chip hits the ground.

## 7. Stock Saw

Time starts when the saw hits the wood and ends when the block hits the ground. Contestant will bore thru the Red Line on both sides of the log making sure he hits both lines (missing red line is a DQ) saw out the bottom of the log come around to the top and saw down to match the beginning cut. NO PRY OFFS that is a disqualification.

## 8. Modified Saw

Class 6 cube and under: Must originate as a factory power saw with original carburetor and crankshaft. Must maintain stock case and start with factory starter. Time starts when saw hits the wood and ends when the block hits the ground. Must be a complete round.

## 9. Open Saw Class

saw must have originated as a factory power saw. Time starts when the saw hits the wood and ends when the block hits the ground. Must be a complete round.

## 10. Ax Throw \$5 Entry Fee

Contestant is allowed 3 throws and may enter a maximum of 3 times. The BEST SCORE WINS. The show will furnish the axes.

**11. Log Rolling** The judge will start each match by saying "Ready, Set, Go". The best 2 out of 3 falls wins. The winner will move on. Any intentional contact will be considered a fall for the person that initiates the contact. If the roller steps on or across the center line it will be considered a fall. THE JUDGES DECISION WILL BE FINAL!!!

## 12. Log Loading (see attached)

**ALL AROUND LOGGER POINTS AWARDED TO THE FIRST 3 PLACES.**