

Colby College Woodsmen Mud Meet Rules
April 15th, 2023



Meet Rules:

- The Captains' Meeting will begin promptly at 8:00AM on Saturday, April 15th
- Teams will compete with 3 men and 3 women. If schools cannot satisfy this, teams of uneven numbers will be allowed to compete, but their scores will not factor into the results.
- A Jack & Jill pair will complete any event or portion of an event that requires a pair of competitors.
- Appropriate foot and leg protection must be worn for splitting and chopping events.
- Chaps and hard-hat with eye and hearing protection must be worn for all chainsaw events.
- All timed events start on 3-2-1-GO, with axes on wood until the count of 1.
- Penalties are at the head judge's discretion.
- No cussin', this is a family show.
- Disqualifications will occur for unsportsmanlike behavior but are not used for procedural infractions. Appropriate time penalties are used for those.
- Lastly, have fun and be safe!

Events:

Singles:

- Single Buck
- Chainsaw Disc Stack
- Chain Throw
- Axe Throw
- Dry Land Log Birling
- Pole Climb

Doubles:

- Obstacle Course
- Standing block chop
- Cross-Cut to death

Triples:

- Underhand chop
- Dot split

Team:

- Cross-Cut Saw
- Bow Saw
- Out of the Woods Relay
- Pulp Toss
- Packboard/Waterboil Relay

Singles Events:

All team members must compete in one singles event.

Single Buck: The competitor must saw through a log using a crosscut saw. If the cookie breaks off while sawing the competitor can finish the cut. If the competitor cuts out, a new cookie must be made. A starting groove of 6 inches for the first competitor and increasing as the diameter of the wood increases will be allowed. Wood size will be around 16" – 18" pine.

Chainsaw Disk Stack: The competitor must cut as many discs from a standing block as he/she can in 3 minutes. Each competitor will be given 18 inches of a 6x6 squared wood to cut. Only discs on the top of the block when time is called will count. Cookies may not be touched or adjusted. Teams will provide their own chainsaws. In the event of a tie, time will be used as a tiebreaker.

Chain Throw: Each school will provide their own spring steel surveyors chain, which must be two chains in length (132 feet/40meters). Each competitor will begin with a fully coiled and thrown chain, which will be laid out in a straight line. Before completion of the layout, the competitor will tell the judge if that layout will be scored, or if they would like to layout the chain after coiling and throwing. Upon completion of the layout the competitor will coil and throw the chain for time. After GO the competitor may touch the chain. Time ends when the coiled and thrown chain hits the ground and the competitor calls time. Completed coils must be tight, circular coils which have both ends securely tied. The judge will add time penalties accordingly.

Axe Throw: The axe head must be double bitted and have a minimum head weight of 2.5lbs, and the handle must be a minimum of 24in in length (measurement from top of axe head at the eye). The target will be approximately 24in in diameter and will be placed 20ft from the throwing line. The bullseye will be 5ft from the ground. The target will be divided into 5 rings. The bullseye will be worth 5 points, with each progressively larger ring worth 4, 3, 2 and 1 respectively. You will make 5 throws. Your best 4 throws will count for your score. Your lowest throw will be used to break ties. If two contestants are still tied for 1st place after using the 4th throw as a tie-breaker, a 1 throw sudden death throw off will be used to determine placing. A throw landing on two different scoring rings will be awarded the higher score. Only the leading edge of the axe may score points. If both edges of the axe stick then the non-leading edge must be tapped out by the competitor and the leading edge must support the axe. The axe upon striking the target must stay in long enough for the judge to record the throw. Crossing the throwing line before the axe hits the target, will result in that throw yielding no points. Highest score wins.

Dry Land Log Birling: This event will be a double elimination event. The purpose of this event is to cause your fellow birler to lose their balance and fall off the log. No biting, pushing, shoving, kicking, or shouting harsh words to your competitor. Each competitor will be pitted against their opponent based on wood number, which will be drawn at the captain's meeting before the start of the meet. The winner of each heat will advance forward and the loser will be moved to the loser's bracket. At the judge's discretion, if the two competitors appear to hit the ground at the same time, that fall will be done over. The log will be stopped until both competitors signal they are ready to start. Competitors must wear a helmet during this event. Helmets will be provided

for those who need them. Each match will be the winner of 2 out of 3 falls and the scoring will be based on the level to which competitors advance through the draw.

Pole Climb: Prior to go, no part of the competitor's body or hand rope may be touching the pole. Competitors may use a hand rope if they choose. Time ends when the competitor rings the bell at the top of the pole. All climbers must be on belay throughout the climb. Climbers must climb down the pole.

Doubles Events:

All doubles events must be completed in Jack and Jill pairs.

Obstacle Pole: Two competitors will complete an obstacle course culminating in a bowsaw cut on an elevated pole. The event requires competitor #1 to use a choker chain to drag a log a marked distance. The chain cannot touch the log prior to starting. Competitor #1 will then stuff a small pile of pre-split wood into a stand. Competitor #1 will then throw 4 pulp pieces 15' to the far end of a pulp pit. Any pieces that do not land between the stakes will have to be dragged in before moving on. Competitor #1 will then run to high five competitor #2. Competitor #2 begins by flipping a tire a marked distance. Competitor #2 will then have to split a cookie with a 1" painted dot in the middle using a hatchet. Only one swing is allowed. Paint must be showing on both pieces of wood. If there is no paint on one side, that results in a 10 second penalty. Finally, competitor #2 will run up an elevated pole and cut one cookie with a bowsaw. Time stops when the cookie is severed. Competitors may position their hatchet and bowsaw in any location prior to starting. Fastest time wins.

Standing Block Chop: Two competitors share one large round log, 10" to 11" in diameter. Each chopper will chop one side. Once the 1st chopper signals for the 2nd chopper to begin, the 1st chopper may not resume chopping. At the discretion of the head judge, the 1st chopper may be called back in the event of fatigue or safety. Time stops when the wood is completely severed. Each chopper is responsible for half of the block.

Crosscut to Death: Two competitors will cut 12 cookies from 18" of clear 8x8. Time will be stopped when the 12 cookies have been completed. If a cookie breaks off while sawing, the cut may be finished, and that cookie will count in the total. Chains, binders, and teammates may be used to secure the log. Using more than the allotted wood will result in a 30 second penalty.

Triples Events:

All triples events must be completed by no more than two men, and at least one woman.

Underhand Chop: 3 competitors must each chop through a block of wood. Each team will be given 3 squared blocks, two 8x8's and one 6x6, and they can decide which competitors will chop which blocks. The second chopper cannot start chopping until the 1st chopper has severed his/her block completely. The third chopper cannot start chopping until the 2nd chopper has severed their block completely. Time stops when the 3rd chopper has broken through their block. Competitors who break their block with anything other than their axe are subject to time penalties. Fastest combined time wins. Blocks not completely severed will be assessed a time penalty.

Quarter Split: Using an axe, 3 competitors must each quarter split two bolts of wood each so that there are 4 full-length pieces with a part of the dot showing for each bolt. There will be a 2" diameter painted dot on each bolt of wood. Competitors may use their hands and or feet to separate split pieces, and hands may be used to stand the block upright. The second splitter cannot start splitting until the 1st splitter has dropped their axe and called, "GO". The third splitter cannot start splitting until the second splitter has dropped their axe and called: "GO." Time will be called when the third splitter also drops their axe and the competitors call, "TIME". Starting prior to GO will result in a ten (10) second penalty. If any full-length pieces are missing after the third splitter has called time this will result in a 30 second penalty per missing piece.

Team Events:

All pairs in team events must be Jack and Jill.

Crosscut Saw: Each pair must make 3 cuts on 8x8 squared wood. If a cookie breaks off while sawing, the cut may be finished. If the competitor cuts out another cut must be made. Time stops when the last cookie leaves the log. Teams will be given 18" to complete their 9 cuts. Chains, binders, and teammates may be used to secure the log. Using more than the allotted wood will result in a 30 second penalty.

Bow Saw: 1 cookie per competitor must be completed in this event. If the cookie breaks off while sawing the cut may be finished. If the competitor cuts out another cut must be made. Time stops when the last cookie leaves the log. Teams will be given 12" to complete their 6 cuts on 8x8 squared wood. Chains, binders, and teammates may be used to secure the log. Teams are allowed to have a team member set the saw for the sawyer. Using more than the allotted wood will result in a 30 second penalty.

Pulp Toss: A team must compete with 3 members at each end of the throwing pit. Competitors will each throw 4 pieces of pulpwood. Women's weight pulp will be thrown in pits 17-18' long. The score is counted when any part of the pulp lies between the stakes after all logs have been thrown and come to rest. A total of 48 sticks are necessary to complete this event. If the competitor crosses the plane while throwing a warning will be given, and a second foot fault offense will result in that throw not counting. Competitors must be behind the plane but not necessarily between the stakes. Each piece must be pulled back far enough to break the plane before it is thrown but does not need to be between the stakes. Any throws made before all pieces are within the plane or beyond the stakes won't be counted.

Log Decking: Each competitor must use a peavey to roll the log. Log must be resting in cradles on top of the deck prior to starting the event. Two pairs of competitors must navigate the log from the Deck, down the ramp to the rails all the way to the pins and then the log must be returned to the starting position. The log must hit 2 pins at the end of the course. The pins don't have to be touched at the same time. No deliberate body contact with the log is allowed. Time will stop when the last pair returns the log to the cradles at the top of the Deck. Cross-hauling in a forward direction will not be allowed.

Packboard/Waterboil Relay: Each team must compete with all 6 members. Competitors will provide their own two waterboil tools (2 hatchets or a hatchet and a knife), packboard, rope, and frying pan. We will provide cedar and matches. One team member must lash the two cutting tools, blanket, cedar, frying pan and matches to a pack board. Three matches may be secured to a hatchet but no other items may be touching before the event starts. The 1st competitor will tie up the packboard and run to the 1st exchange. The competitors will continue to pass the pack off at the designated exchange areas. The 5th competitor will cross the finish line with the pack where the 6th competitor will be waiting to commence the waterboil portion of the event. The 5th and 6th competitors will build the fire and must also be a jack and jill pairing. *The pack cannot be handed off or cross the finish line unless all items are securely tied to it. No carrying items during the race!* Using the cedar provided, the two tools and matches the competitors are required to boil a can of soapy water. Competitors will be allowed cookies to split or build on. The competitors are given 3 matches and the judge will provide additional matches one at a time. Time starts when the 1st competitor starts lashing the pack and the time ends when the water boils over. If the water spills out prior to boiling over another can will be provided by the judge. No lids may be used to cover the cans. 20-minute time limit.