

Tuolumne Lumber Jubilee – 2024 Rules for Logging Events

- * All Competitors must fill out an Event and Release of Liability form before events start.
- * All Competitors must report to event arena when the mandatory safety meeting is called.
- * Board Chairman reserves the right to refuse any Competitor from competing at any time.
- * Event decisions/disqualifications are up to the designated Judge's discretion.
- * All Competitors must be clean and sober; Any signs of impairment by the Judge will be a DQ.
- * Timing will be, done by multiple stop-watches average. Ties will be settled in a runoff.
- * All Competitors must wear chaps, hearing, and eye protection during the chainsaw events.
- * All Competitors must supply their own equipment.
- * There must be at least 3 Competitors in each event to hold the event.
- * All Competitors must be ready to participate for their event within 3 minutes.
- * In case of disqualification for any reason, entry money will not be refunded.
- * Chainsaws can only be used once per event; no Chainsaw sharing.
- * Highest overall accumulation of points will be deemed overall Champion during events:
Points are as follows; 1st place is 3pts, 2nd place is 2pts, and 3rd place is 1pt.
- * All Prize Money is split as follows; 3rd gets 20%, 2nd gets 30%, 1st 50%.
- * Log sizes may vary the day of the event. We will strive for the following sizes:
*Handsaws > 14" * > 6ci Class > 28" *Hotsaw Class > 32"

1. **Sponsor Saw:** A generously donated saw everyone will run; time starts when chips fly and stops when cookie hits the ground. Number of cuts (within 4") will be determined by the Judges. Chairman will provide rules on how "Tuolumne County Local" Competitors can win the saw over the course of events.
2. **Tree Limbing:** Competitors must be sponsored by a "Tree/Sawyer Service" business. Cost per contestant will be decided by the representing businesses and winner takes all. A tree is placed horizontal, waist high off the ground. Three sections of the tree will have 4 placed dowels varying in lengths, and evenly placed per section but staggered between sections. The dowels placements may vary each setup. All Competitors will use the Sponsor Saw and this event will take place in between the other ongoing events, per Competitor. The saw will be warm and ready before Judge says "Go". Time starts on go and stops when all dowels are cut. A 3 second penalty is applied to any dowel not cut below the judges 2" mark.
3. **Women's Axe Throw:** Rules are the same as "Pro Axe Throw" but for Women only.
4. **Double Buck:** Old style peg and raker saws only, No modified saws. There will be a depth set for everyone for the starting cut. Time starts when the first chips come out and stop with the cookie hits the ground. Competitors can only compete on the same saw once.

- 5. 4.0-5.0ci Stock Saw:** Saws must be in the range of 4.0-5.0ci and started life as a chainsaw. Saws must be in a common use condition, and capable of performing within stock operating procedures. Must have the following: Dogs, an air-filter, bar cover, stock bar brake, stock head, stock carburetor, stock exhaust and stock cooling system. Aftermarket or custom parts that maintain stock operating procedures are allowed. Not allowed: two-part heads, alcohol fuel, and expansion chambers. Saw disqualification is the Judge's discretion.
- 6. 4.0-5.0ci Modified Saw:** Saws must be in the range of ci and started life as a chainsaw.
- 7. Amateur Axe Throw:** This event is intended for new competitors and those that have "never placed" in an axe throw before; No Pros. Rules are the same as "Pro Axe Throw".
- 8. Choker Set:** Competitors will run the course designed by the Judges. Competitors start on top of the log, time starts when feet leave the log, go over each log, and set choker around last log. Choker must be set properly if not it will result in a no time. Time Stops at Starting log.
- 9. Limber Pole:** The "obstacle pole/aerial bucking" shall be a flexing log with an 8" end recommended. The pole rests on another log causing the end to be 5 feet off the ground. Starting with one hand on the starting point designated by the Judges, the Competitors hand must not leave the starting point or touch the saw before the command "Go". On "Go", the Competitors picks up the saw, mounts the pole below the bottom mark on the pole, races up the log and starts the saw after crossing the top mark then severs a disc at the end of the pole. Upon severing the disc, shut off the saw before re-crossing the top mark, race down the pole, one foot must be below the bottom mark on the bottom of the log before touching the ground. Touch the starting point to end time. No saw cc/ci restrictions.
- 10. Pro Axe:** Axes must be double bit, handle length must not be shorter than 24", leading edge no bigger than 6" and must be at least 2 ½ lbs. Leading edge is the scoring edge, a DBL stick will not count. Starting line is at 20', if you cross the line when throwing it will not count, bulls' eye will be 5' from the ground. Competitors scoring will be best 3 out of 4 throws. If axe breaks one of the scoring rings Competitors get higher score. 4" ring scores as follows; bulls' eye must break can (except speed axe) for 5pts, next ring 4pts, next ring 3pts, next ring 2pts, and most outer ring 1pt.
- 11. 5.1-6.0ci Stock Saw:** Rules are the same as the "4.0-5.0ci Stock Saw".
- 12. 5.1-6.0ci Modified Saw:** Rules are the same as the "4.0-5.0ci Modified Saw".
- 13. Jack and Jill:** Same as DBL buck but with a female and a male partner.

- 14. Hotsaw:** Must have started life as a chainsaw. If saw does not start within 3 minutes, it will be up to the show if you can be moved to the end of the order or not. Time starts when chips fly and stops when cookie hits the ground. No time will result in a cut out or not completing the cut.
- 15. Speed axe:** Same as the Pro axe throw set up but Competitors have 60 seconds to score as many points as possible. There will be one scorer calling out scores, one-person timing and one person writing scores down. Competitors must be behind the line when throwing.
- 16. Unlimited Hotsaw:** Saw didn't have to start life as a saw. Saw must be a single cylinder and Competitors must be able to carry saw to the log and run it under their own power. If saw does not start within 3 minutes, it will be up to the show if you can be moved to the end of the order or not. Time starts when chips fly and stops when cookie hits the ground. No time will result in a cut out or not completing the cut.
- 17. Bull of the Woods:** Competitors will enter a bracket. Competitors will be (heavy glove) Boxing on a Log, the log size (<32") and height off the ground may vary. Each match will be best 2 out of 3 rounds/falls. Competitors must be "knocked/punched" off the log. Competitors must remain on the log for 3 seconds to claim a round win. No "Pushing", no kicking, no hitting below the waist and no bull driving (pushing). In case of both Competitors falling off, round will be a do-over. All Competitors must be back on the log within 30 seconds. Judges can and will stop any match or disqualify any Competitors, due to anything they deem unsafe or extremely hostile.
- 18. Tug-a-War:** See Team Coaches for detailed rules. Coaches and Judges will set all rules prior to event start. Normally it is a 6 vs 6-man tug, on preset wooden cleats. A set number of cleats to win are pre-agreed upon. For example, the center flag must cross the 6th cleat from center cleat on the winning side. No time limit. Tradition is precedent.

Rules Committee 2024:

Aaron Rasmussen, George Harrison , and Adam Artzer

Judges 2024:

Head Judge Kevin Burns, and Judge Randy Burns.

(Others judges and timers are assigned by the Head Judge or Head Chairman)

Tuolumne Lumber Jubilee Chairmen 2024:

Aaron Rasmussen, David Pineda, and Kathy Bergevin.

NOTE: The Head Chairman is appointed by VFW Post 4748 of Tuolumne. VFW 4748 is the governing non-profit organization of the Tuolumne Lumber Jubilee as of 2021.

Please visit the VFW Post 4748 website for more information:

<https://vfwpost4748.org/tuolumne-lumber-jubilee/>