

Woodsmen Competition



Regulations:

1. To qualify, team members must be a registered 4-H member.
2. A competing team will consist of five (5) members, one (1) of which must be a female. Also, no more than two (2) spares. Teams are reminded that when substitutions are made with spares, there must still be at least one female on the competing team. There must be a female competing on the team during ALL competitions. In events where team is referred to, spares will be included. (Pulp throw not included).
3. The maximum average age of the Senior Woodsmen team, excluding spares, is not to exceed **18 years, as of January 1st**. (4-H NS AGM 2015) When substitutions are made with spares, the average age restriction must still be adhered to.
4. Each of the five (5) members on the team must participate in at least one event and a member of the organizing committee should review the names of competitors in each event before they compete. (4-H NS AGM 2011) (pulp throw not included).
5. Team members may not compete in more than three (3) events (4-H NS AGM 2017) (not including pulp throw).
6. Woodsmen Skills competition members can only compete in two events (not including pulp throw).
7. All equipment for all events must be supplied by the teams. Back tanks and sawhorses (which must be of same height) will be provided by the organizers.
8. In the sawing events, no lubrication may be applied during sawing.
9. Any team with equipment which exceeds the maximum limitations for a particular event will be disqualified for that event.
10. Each team will appoint a captain, he/she will represent the team in discussing matters with judges, etc. Also, any complaints must be voiced by the captain and the captain only.
11. Any coach accompanying a team must remain outside the competition area (4-H NS AGM 2011).
12. The type of wood for all events will be soft wood (spruce, fir, pine, hemlock, aspen and poplar, etc.) (4-H NS AGM 2010). If possible, pine will be used for sawing events and fir or cedar for water boiling. The wood for the water boiling on the provincial level will be 2 x 8, 1 foot long, dry and not knotty. It is recommended that cedar wood be used in the water boil competitions. All wood provided for the water boil event will be consistent in size, species, and moisture content (4-H NS AGM 2016).
13. The chief official or representative will review the rules with the judge before the competition starts. The decision of the judge will be final.
14. Only rules issued to teams for current year will be applicable.
15. Failure to comply with any of the rules will result in disqualification.

Recommendation: The Woodsmen Committee recommends that the bottom of the timber in the sawhorse be 24 inches from the ground. Sawhorses owned by the Dalhousie Agriculture Campus are to be adjusted in height to meet this recommendation.

Safety:

Safety is a major concern in all events.

- Gloves or leather mitts shall be worn in all sawing events.
- Leg protection shall be worn in all sawing events (ballistic nylon).
- Non-slip footwear shall be worn.
- Heads on hatchets and axes shall be secure.
- A first-aid kit containing compress bandages shall be available at all woodsmen competitions (St. John Ambulance, if possible).
- Competitors in water boiling must wear chain mail gloves on opposite hand of the axe hand and holding the wood. *(4-H NS AGM 2010)* Long hair should be protected by a “bibbed” cap.
- Cleats may be worn during back tank race. *(4-H NS AGM 2010)*
- Horse play is prohibited.
- Violation of these safety provisions will result in disqualification.

The competition area should be roped off to keep spectators from pushing into the competition area.

Because safety pants are only safe when they fit, counties should try to find their own pants or organizers could contact counties to determine what sizes are needed.

Suggestions for safety precautions: use of sew-on pads, adults try to ensure that safety equipment fits well.

Members are reminded to exercise safety and common sense in all events. Safety is of particular concern in the water boil event, and members are reminded that if a team member gets hurt then that team member is withdrawn but the remaining team member may continue on their own *(4-H NS AGM 2010)*.

4-H Woodsmen Competition Score Break Down

First to tenth place will be awarded for each event. Points awarded will be tabulated on a point basis:

1 st	20 points
2 nd	18 points
3 rd	16 points
4 th	14 points
5 th	12 points
6 th	10 points
7 th	8 points
8 th	6 points
9 th	4 points
10 th	2 points

Event	Total Points Available
Cross Cut Sawing	20
Swede Pulp Sawing – Single	20
Swede Pulp Sawing – Double	20
Water Boil	20
Back Tank Race	20
Pulp Throw	20

NOTE: In the event of a tie, the team with the fastest water boil time will be declared the winner.

- Maximum overall points available for entire competition is 120.
- Scoring is based on time taken to complete the event.
- The total time is taken from the start signal to the successful completion of the event, determined by the judges.

4-H Woodsmen Competition Explanation of Events

CROSS CUT SAWING

- a) **Participants:** Two (2) persons from each team must participate
- b) **Equipment:** Each team must provide its own cross cut saw, the log provided will be 8 inches squared timber.
- c) **Procedure:** The pair of participants will saw off one (1) complete disc. Team members only may hold the log on the saw horse. The event ends with the completion of the cut. In the finals of the woodsmen competition at 4-H Weekend, the pair of participants will saw off two (2) complete discs. In the final heat, the event ends with the completion of the second cut.

SWEDE PULP SAWING - SINGLE

- a) **Participants:** One (1) person from each team must participate
- b) **Equipment:** Each team must provide its own single pulp saw; the saw blade cannot exceed the maximum length of forty-two (42) inches. The log provided will be an 8" inch squared timber.
- c) **Procedure:** When start signal is given, the participant must saw off one (1) complete disc; team members only may hold the log on the saw horse; event ends with completion of the cut.

SWEDE PULP SAWING - DOUBLE

- a) **Participants:** Two (2) persons from each team must participate
- b) **Equipment:** Each team must supply its own double pulp saw; the saw must not exceed forty-eight (48) inches; the log provided will be an 8" inch squared timber.
- c) **Procedure:** When the starting signal is given, the pair must saw off one (1) complete disc; team members only may hold the log; event ends with the completion of the cut.

NOTE: In all sawing competitions, if the saw comes out the side of the log, without cutting a full wooden disk, the team is required to complete a new cut or the team will not receive a time.

NOTE: If the wooden disc breaks during the cut, the team can finish the same cut, therefore the wooden disk may be broken, if the entire disk is cut.

NOTE: If an equipment failure (broken blade, handle falls off, etc.) occurs, that team will receive a restart if deemed unintentional by the judge.

NOTE: If a restart is necessary, only one restart will be awarded per team, per event.

WATER BOIL

- a) **Participants:** Any two (2) persons from a team will participate
- b) **Equipment:** Each team must supply the tools required to create their shavings and split their wood. Only one hatchet or axe and one sharp knife or draw knife may be used *(4-H NS AGM 2010)*. A chain mail glove will be worn on the hand holding the wood. A large juice can; three (3) matches, wood and soapy water will be supplied. *(4-H NS AGM 2010)*
- c) **Procedure:** Competitors may place the can of water in whatever position they wish before starting signal is given; when start signal is given; participants may begin building their fire; competition continues until water boils over edge of can.

Special Rules for Water Boil:

- If competitors upset can of water, they will be given more water from official. Measured amounts of water with soap in it will be kept on hand.
- If competitors use up all their 3 matches, they will be able to obtain extras, one at a time, from the official.
- Whether the rest of the team is permitted to act as a windbreak is up to the chief judge's discretion.
- Under no circumstances, may any team members, coaches, etc., give any aid to the two (2) competitors. Offenders will be rewarded with disqualification.
- Only one hatchet or axe and one sharp knife or draw knife may be used *(4-H NS AGM 2010)*.
- Contestants may place a cross sectional tree disc on the ground to build the fire on.
- Members may not hold the hatchet or ax and the sharp knife or draw knife until the starting signal is given *(4-H NS AGM 2010)*.
- All water boil cans provided will be of the same condition *(4-H NS AGM 2016)*.
- Participants must wear a chain mail glove on the hand used to hold the stick when splitting. *(4-H NS AGM 2010)* Both contestants should wear a "bibbed" cap and long hair secured under the cap. Three disks (cookies) may be used (two for splitting wood and one to build the fire on) but do not necessarily have to be used.
- All wood provided for the water boil event will be consistent in size, species, and moisture content *(4-H NS AGM 2016)*.
- Wood for the water boil competition will be spilt, and tied before the competition begins. *(4-H NS AGM 2016)*.

BACK TANK RACE (Must wear proper footwear) *(4-H NS AGM 2011)*

- a) **Participants:** Any two (2) persons from a team will compete.
- b) **Equipment:** Each two-person team will be supplied with an empty back tank; the clamp is to be padded to prevent injury. Planks (planks are recommended for safety reasons) 8 to 10 feet long and 6 inches wide, and six (6) tires will be placed in a staggered position on the course (standard obstacle course position) *(4-H NS AGM 2010)*. Start/Finish line to be marked with lime or other distinguishable agent and ribboned stakes at corners *(4-H NS AGM 2010)*.
- c) **Procedure:** The course will be approximately seventy-five (75) feet one way and done on a grass surface; when the starting signal is given, one runner assists the other in getting the tank on his/her back, he/she then runs, carrying hose in hands, twenty (20) feet to log, crosses log lengthwise with a minimum of two steps and without touching ground (if ground is touched, the member must return to the beginning of the log and start again), run fifteen (15) feet to tires, run through tires placing foot on ground inside each tire (if tire or ground is touched with hand, or the tire is missed, the member must return to beginning of tire obstacle and begin again), run twenty (20) feet to and around marker and run back to starting position where tank is transferred to other person and process is repeated. Straps must remain on the shoulders to the finish line *(4-H NS AGM 2010)*.

Special Rules for Back Tank Race

- Transfer of tank from one person to another must take place behind start/finish or a disqualification will result.
- If any part of the hose hits the ground, or if both straps are not over the competitor's shoulders, a five second penalty will be added to the pair's time for each infraction.
- If a competitor falls there is no penalty. If the wand hits the ground, there is a five second penalty *(4-H NS AGM 2010)*.

PULP THROW

- a) **Participants:** This is a team event; 5 members will compete.
- b) **Equipment:** Gloves, long pants and closed toed, hard soled footwear (no sneakers) must be worn by members. All other supplies needed for the competition will be supplied by organizing committee.
- c) **Procedure:** This event consists of the team splitting themselves into 2 teams, one with 3 members, and the other with 2 members. The teams will stand on opposite ends of the corral; members must stand behind the marking stakes and shall not cross this plane. Crossing this plane with your foot will result in the throw being discounted from the team's final score. On the "Go!" signal the first member will throw the 4 pulp sticks to the opposite end of the corral. Members must ensure that they pull the pulp stick back between the stakes before they throw the stick. Once the 4 logs have been thrown and have come to rest the second member will throw the pulp stick back to the starting side. Members will continue throwing the pulp sticks from one end to the other in an order determined before the competition begins. The competition will last 5 minutes, or until the team reaches 20 points.

Timers/Judges stand one at each line and will determine which throws count and which do not. The judges will count out loud each good throw and yell "Time" when a team reaches 20 or time has run out.

Special Rules for Pulp Throwing Competition:

- 1. Corral must be a safe distance from spectators and only competing team members, judge and timers are permitted within this space.
- 2. The throwing pit dimensions will be measured from the inside of the stakes:
 - i. 5 meters (16.4 ft.) with 1.2 meters (4 ft.) between stakes for woodsmen team.
 - ii. 4 meters (13 ft.) with 1.2 meters (4ft.) between stakes for skills team.
- 3. Pulp sticks will be preferably spruce at a length of 1.2 meters (4 ft.) and must be new at start of the day. Two spare sticks must be available.
- 4. Pulp sticks should weigh between 6.3 – 9.0 kg (14 - 20 lbs.) for woodsmen and 3.6 - 5 kg (8 - 11 lbs.) for skills competitors. Pulp sticks will be weighed before the competition.
- 5. The starting order will be - 3 members standing at the starting side, and 2 standing at the opposite side.
- 6. Each member will throw four sticks in a predetermined order (as determined by the members).
- 7. Each member must throw all four sticks (one after the other) during their turn.
- 8. The judge will start the competitors with his usual signal (i.e. 3, 2, 1, Go!).
- 9. Starting prior to the "Go!" signal will result in a 10 second penalty.

10. A point is counted when any part of a pulp stick lies between the stakes at the opposite side after **all** sticks thrown have come to rest.
11. Members must be behind the stakes on their respective end when throwing sticks. If your foot breaks the “plane” or the imaginary line between the stakes, a violation occurs and the throw is discounted.
12. The pulp sticks **cannot** be touched until they all come to a rest. If this happens, the next 4 sticks thrown by that member will not count.
13. No practice throws or pulp hooks permitted. Gloves, long pants and closed toed, hard soled footwear (no sneakers) must be worn by members.
14. Each stick must be pulled back across the plane before they can be thrown. Any sticks thrown prior will be discounted.
15. The time will stop when the team reaches 20 points.
16. This event will have a 5-minute time limit. The fastest time wins. Any team not making 20 points will be placed below by the amount of points accumulated.
17. The following diagram illustrates proper set-up:

