

# Morton Logger's Jubilee Logging Show Rules and Regulations

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# Morton Logger's Jubilee

The "Granddaddy of all Logging Shows" started in 1937 as a friendly competition between loggers who made their livelihood in the hazardous and strenuous business of logging and lumbering. Our goal is to preserve the heritage of our area and the way things were done in the "good old days" for generations to come.

## Important Information

### Time and Location

Morton Logger's Jubilee is held on the second weekend of each August. The Logging Show takes place at 451 Knittles Way, Morton, WA 98356. Application deadlines will be posted on the website at [loggersjubilee.com](http://loggersjubilee.com) and/or the application itself. All competitors must check-in on Saturday morning prior to the show, check-in times will be noted on the application and website. A competitor's meeting will take place on Saturday after check-in and preliminary events will directly follow. All competitors must provide a time for each day for a total of two times per event to qualify for placing, some exceptions apply and are listed in this book.

### Rule Highlights

These rules and regulations were modified from the American Lumberjack Association rules with the intention of making the Show requirements as consistent as possible with other lumberjack competitions. There are however, important differences to note, details can be found within this document under the appropriate sections, but highlighted changes are listed below:

- Speed Climb will be 60 feet
- Chopping events will be cut off at after a certain time, see event descriptions for details
- No Intermediate or Masters events will be offered

## Safety Regulations

Failure to comply with any safety regulations and all instructions of contest officials or failure to use safety devices provided will result in forfeiture of all prize money and other awards and recognition. A contestant may be forfeited if the contestant:

1. Violates or ignores any safety precautions or devices
2. Passes over safety lines without climbing ropes
3. Exposes themselves or others to unnecessary risk or danger
4. Is under the influence, decision will be made by contest officials
5. For horizontal choppers, does not finish facing the spectators when possible
6. Does not pin all axe heads (chopping and throwing)
7. Contestants are to be in the arena only during the time of their event or setting up for their event
8. Members under the age of 16.....
9. Only flat weights must be used in birling ponds
10. In power saw events shields will be used and/or the saw must face away from the spectators
11. Timers must not stand in front of or behind power saws during an event

## Event Rules

### Tree Topping

1. This event will be judged on time. Timing will begin with the starting signal and will end when the contestant's cut hits the ground.
2. A contestant must have one foot on the ground or starting platform at the time of the starting signal. The other foot may be ready to begin the ascent.
3. The contestant must make their cut in the starting cut nearest to the top of the block and must cut the top of the block completely off, pushing it to the ground immediately upon sawing through. The final decision of the Head Field Judge shall be final.
4. Climbing ropes must be at least 7/8" diameter with steel core. Two ropes must be used if it is necessary to pass over guy lines, since one rope must be tied at all times. Side of rope used for tying in and adjusting must be free of snaps. Secondary pre-tied ropes used for tie-ins will not be allowed.
5. High topped footwear must be worn. A hand cross-cut saw must be used. Saw handle, saw ropes, gloves, climbing belt, spurs, boots and length of saw may be of the climbers own design.

6. Contestants must lower the safety rope, after he has made his cut to clear the starting cut for the next contestant. Failure to comply will result in loss of time for that particular day.
7. The amount of wood to be sawed in the contest is 40” circumference measured through starting cut (kurf) around block. The height of the tree will be 80’. Climbers are required to make a safe descent from the top of the tree.
8. Contestants will alternate trees from day one to day two.
9. Once sawing is started, the cut shall be completed before coming down or before the next competitor begins.
10. Recommended diameter and arch length of tree topping wood:

<b>Diameter of Block</b>	<b>Arch Length</b>
14	21 1/8
16	21 3/8
18	21 3/4
20	22 3/16
22	22 9/16
24	23 1/8

## Speed Climbing

1. This event will be judged on time. Timing will begin with the on the announcer’s signal and will end when the contestant returns to the ground after climbing the required distance and striking the bell with the body or any piece of equipment. The height will be 60’.
2. There will be no restrictions on the type of descent, except no climber shall be allowed to free fall or slide more than fifteen feet without setting a spur.
3. The contestant must have at least one foot on the ground or starting platform at the starting signal.
4. High topped footwear of climber’s choice must be worn. Gloves, climbing belt and spurs may be of the climber’s own design.
5. The contestants climbing rope must be at least 7/8” with a steel core. The side used tying in and adjusting must be free of snaps. One climbing rope is to be tied at all times and two ropes are to be used if it is necessary to cross guy lines.
6. Contestants will alternate trees from day one to day two.

## Crosscut Sawing Events

The following table demonstrates the contestants and sizes of wood for each event. Diameter should be no more than diameters below.

<b>Event</b>	<b>Wood Size</b>	<b>Contestants</b>
Men's Single Bucking	24"	One Man
Men's Double Bucking	20-30"	Two Men
Women's Single Bucking	12-18"	One Woman
Women's Double Bucking	12-18"	Two Women
Jack and Jill	16-24"	One Man and One Woman

1. The bottom side of the bucking log shall be set no lower than 12" or higher than 16" from the level of the contestants footing. A starting cut will be used. Time will start on the announcer's signal and will stop when the wood is severed. Starting before the announcer's signal will result in automatic disqualification.
2. Each contestant in Single Bucking will be allowed a "manager" to oil and wedge during the time the cut is being made. The manager must not touch the saw or the disc being cut after the contest has started. Provisions for contestants' footing must be made before the event starts. Only one manager is allowed for a Double Bucking team.
3. Contestants may question location of starting cuts designated on or near obvious knots. An alternate location of the starting cut will be decided by the judges. Knots encountered thereafter will be the luck of the draw. Cut-outs (incomplete discs) will disqualify the cut. Slabs of 1/2" or more must be severed before the time stops, if not severed, the cut will be disqualified.
4. All managers shall stand on the log side of the saw when possible.
5. Every attempt should be made to hold on to the saw handle when the cut is completed.

## Choker Setting

1. The size of chokers and the arrangement of the logs will be the same for both days of the show.
2. Starting log and setting log will be raised four feet off the ground. Time starts on the announcer's signal. Contestants leave the setting log, race over center obstacles, get

choker, race back over obstacles, set choker on the starting log and return to touch the closest obstacle log. Time stops when the contestant touches the closest obstacle log. Judges will test each set choker by slowly pulling on the choker. A choker not set properly will result in disqualification. Setting the nubbin on the wrong side of the choker bell is also a disqualification.

3. Footwear of the contestants own choosing may be worn.
4. Contestants may not “lasso” the choker around the end of the set log.
5. The logs will not be arranged in a manner that is hazardous for the contestants.
6. Competitors will have at least a 12’ wide lane each.
7. One false start will be allowed per race per competitor before disqualification.

## Chopping Events

Note: These rules apply to all chopping events; Horizontal, Vertical and Springboard.

1. Contestants will be allowed to mark the log with a marking pencil.
2. Time starts on the announcer’s signal. Hitting the block or dummy before the signal will result in disqualification. Time stops when the log is severed.
3. Slabbing: Any uncut chip in excess of 1/2” in thickness to the end of the block will result in no time. Methods to prevent slabbing approved by the Judges will not disqualify the cut in the event of slabbing. At least three 16p nails will be used when using nails for slabbing prevention.
4. Contestants may have a second axe available to use.
5. Each log will be identified by a number. Numbers will be drawn by the contestant or an available Jubilee Volunteer.
6. When logs must be sized, sizing will be done prior to drawing. Sized logs must be endorsed by a Jubilee Arena Official. Chopping logs may not vary 1/4”, plus or minus from the desired circumference.
7. The chopping log must be severed by the cutting edge of the axe only.
8. The blocks must be chopped from both sides.

## Horizontal Chop

1. The show will furnish cradles for the logs, but securing the logs in the cradle shall be the responsibility of each contestant. A maximum of 14” diameter log will be used. The logs will be 3” to 6” from the ground. The log will be less than 26” long.
2. Contestants will be allowed to cut footholds in the log. Contestants will be disqualified for chopping into the foothold during the event.
3. Contestants may not hit the log while standing on the ground.

4. The event will not exceed 5:00 minutes. If any competitors are still chopping beyond this time the event will be stopped and a disqualification given.

## Vertical Chop

1. A 12” maximum diameter log will be used, no shorter than 26” long.
2. Chopping stands will be a maximum of 24” high.
3. The event will not exceed 5:00 minutes. If any competitors are still chopping beyond this time the event will be stopped and a disqualification given.

## Springboard Chop

1. The tree will be of green, soft wood a minimum of 10” in diameter, 9’ in height above the ground and tightly secured. Chopping logs affixed to the top of the tree will be a maximum of 12” in diameter and a minimum of 24” long.
2. Springboard holes must be cut in such a manner so that no benefit is obtained from a previously cut hole. Cutting into another board hole will result in disqualification.
3. Contestants must not be physically assisted by any other person during the event.
4. No test holes will be allowed by a contestant into the tree used in the event.
5. The event will not exceed 5:00 minutes. If any competitors are still chopping beyond this time the event will be stopped and a disqualification given.

## Obstacle Pole -Power Saw Bucking

1. The obstacle pole shall be 36 feet long with an 8” end. 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 prior to the event. The contestant’s hand must not leave the starting point or touch the saw before the announcer’s signal. On the signal, the contestant picks up the saw, mounts the pole below the bottom 4’ mark on the pole, races up the log and starts the saw after crossing the top 5’ mark then severs a disc at the end of the pole. Upon severing the disc, the contestant must shut off the saw before crossing the 5’ mark again, race down the pole, one foot must be below the bottom 4’ mark on the bottom of the log before touching the ground. No part of the foot may touch the bottom mark. Return to touch the starting point to end the time.
2. Mounting or dismounting the pole above the bottom mark, starting or stopping the saw below the top mark will result in disqualification.
3. Contestants will alternate poles from day one to day two.
4. If a cutting area is marked on the pole by show officials, the contestant may only sever the disc in the allotted area.
5. Contestant’s must carry the saw until time is stopped for the event.



6. Neither the contestant of the saw can touch the support log in any way.

## Hot Saw

1. The power saw will be of the contestant's choice but limited to one cylinder.
2. Chain and bar will be of the contestant's own choosing, but will be limited to a maximum of 32" cutting area, measured from the closest point of contact.
3. The log will be 20" minimum in diameter and will be cut from one side.
4. This event is either hot or cold start at the show's discretion. Hot or cold start should be advertised on the show's contestant application form. Show will be one, two or three cuts, only complete discs will qualify for time, no cut outs. Contestants will be given the official signal to begin the event but time will start when the chain strikes the wood on hot starts or on the announcer's signal. Time will stop when the disc is severed.
5. Contestants will have a maximum of 2 minutes to start and warm up the saw prior to cutting. If the power saw breaks down during the 2 minute warm-up period, the contestant is allowed an additional 3 minutes to fix the saw from the time the breakage is discovered.
6. Chaps and ballistic nylon or equivalent protection must be worn. Eye protection is required. Hearing protection and additional layers of ballistic nylon should be added to chaps as a safety precaution.
7. Each Hot Saw may be used by only one contestant per show.
8. All Hot Saws must have a safety guard between the chain sprocket and the contestant. The guard will extend outward from the saw and at least a 90 degree wrap past the sprocket of 1/8" T-6 aluminum or equivalent.
9. In the event that only one or no shields are available, the front side of the saw must be pointed away from the spectators or toward the furthest point away from any spectators. A shield will be placed in front and back of the contestant if possible.
10. Started cords must stay attached to the saw with the exception of breakage during the event.

## Stock Saw

1. Logs will be between 23-26" in diameter.
2. Contestants will provide their own chain. The chain may be used by only one contestant. The chain requirements are 92 drivers, 50 gauge, 3/8" pitch. Jubilee will provide 4.0 cubic inch minimum power heads with 28" bars.
3. Cold start will start on the announcer's signal. Time will stop when the block is severed. Each cut must produce a full disc. Cut-outs will be disqualified.

4. Contestants will have a maximum of 2 minutes to warm up the saw prior to cutting. Chaps and ballistic nylon or equivalent protection must be worn. Eye protection is required. Hearing protection and additional layers of ballistic nylon should be added to the chaps as a safety precaution.

## Axe Throwing

1. The center of the bull's-eye is to be exactly 60" from the ground. The target will be 36" in diameter with the following five scoring areas: 4" Bull's-eye with four 4" wide circular rings. The bull's-eye shall score 5 points, the next ring 4 points, the next ring 3 points, the next ring 2 points and the outside ring, 1 point. Foul line is 20' straight from the bull's-eye, then straight down to the ground.
2. The contestants feet cannot hit the ground beyond the foul line before the axe hits the target.
3. Final resting place of the axe is the scoring area. Points will be scored in the highest point ring in which the axe is resting. If the tips of both sharpened faces of the axe stick in the target, there will be no points awarded for that throw. The axe must stick in the target until the Arena Official removes the axe or instructs the contestant to do so.
4. The axe must be double bitted, at least 2 1/2 pounds, and have an overall length of no less than 24 inches and no greater than 40 inches measured from the top of the eye to the end of the handle. The butting face of each blade will not exceed 6 inches in length.
5. The leading edge of the axe shall be the scoring edge.
6. This event requires a minimum of 3 throws for score. A practice throw may be allowed at the option of the show. If the contestant does not wish for a practice throw, it is the contestant's responsibility to inform the Arena Official before starting the first throw. Otherwise, the first throw will be considered a practice throw.
7. The area behind the target must be kept clear of people in an area 20 feet wide and a minimum of 20 feet long. Axe throw Officials should be aware of feet crossing the foul line, even as a follow through, prior to the axe hitting the target.
8. After the throw has been made, scored and the axe removed from the target, the score cannot be changed for any reason.

## Birling (Log Rolling)

1. Contestants will compete directly against each other. Birlers draw for opponents and positions in elimination brackets. Since this is a bracketed event there may be some "byes". A modified double elimination bracket will be used. With this bracket, the final match will consist of the two last undefeated rollers, one from each side of the bracket. The winner of

the final match will take first place, the loser will take second place. If a Birler loses prior to the final match, this Birler may take third place by winning the remaining matches in the loser's bracket. The modified double elimination bracket eliminates the confusion of the audience as to which match is the final.

2. Arena Officials will seed the previous year's first place winner and fourth place winner at opposite ends of the top half of the bracket. The previous year's second and third place winners will be positioned at opposite ends of the bottom half of the bracket. If the previous year's first, second, third or fourth place winner is not entered, the next highest finisher from the previous year shall be in that position and so on.
3. Logs will be 12 feet in length and of turned Cedar. Each log will have a 6' warning band painted in the center of the log which will serve as a neutral zone. Rollers may step on, but not over this band. Stepping over this band will result in loss of a fall. A 6' warning band will be placed at each end of the log. Numbers painted on the ends of the logs, or colors used to indicate the size of the logs.
4. Contestants will roll the #1 log, 15" in diameter for two minutes. If there is no decision, they will roll the #2 log, 14" in diameter for four minutes.
5. Arena Officials will provide two pike poles for starting the matches and a stop watch to keep track of the time limits.
6. Arena Officials will provide three judges to preside over the match, two to work the pike poles and one to run the stopwatch. A designated judge starts each match. Competing rollers grasp a pike pole after getting on the log and are pushed out from the platform. The judge cautions the rollers, "Steady the log". When the judge is certain that both rollers have equal control, the judge says "throw your poles". The match begins when the judge then calls "time in".
7. Judges shall stop the contest at their desire of discretion if the log goes into the bottom or other obstacles, or for any reason they deem necessary. Judges shall determine to which contestant shall go each fall when one or both contestants fall into the water. The loser of any fall shall have the choice of end of the log for the next fall.
8. Competitors are allowed a maximum of one minute during any stop in the action during a match after the log is ready for the match to resume. The time will begin upon command from a designated judge that the log is ready. Competitors will then have one minute to position the log. The first violation during a match will result in a warning. Any subsequent violation will result in the loss of a fall. Each competitor will have a maximum warm up time of 30 seconds on each log during a match.
9. What constitutes the fall: a fall is lost by one of the following events:
  - a. The contestant is the first to lose control of the log with both feet subsequently falling into the water. Jumping up to prolong hitting the water, straddling, sitting,

- falling to both shins, and laying across the log are considered out of control of the log with both feet.
- b. When a contestant trespasses the neutral band.
  - c. When a contestant violates the one minute limit to be in position on the log after the first warning to be in position.
10. What constitutes a draw: A fall will be ruled a draw if the judge cannot see a specific and noticeable difference in the fall. A judge must make an instant decision. No discussion of the fall will take place between the judges except as to who won or lost the fall if the fall was a draw. If there is the slightest doubt by the judge it should be ruled a draw. The decision from all judges must be unanimous or the fall will be ruled a draw.
11. Two falls out of three will decide the match except in the semi and final rounds where three out of five will decide the match.