

Council Logger's Jubilee Logging Show Rules and Regulations

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Council Logger's Jubilee

Come to the Council Loggers Jubilee where the spirit of logging comes alive! Enjoy thrilling competitions and community camaraderie. This annual competition displays local expertise and talent! Our goal is to preserve the heritage of our area and the traditional practices for future generations.

Important Information

Time and Location

The Council Logger's Jubilee is held on the 4th of July every year following the porcupine races. The Logging Show takes place in downtown Council Idaho. Participant application deadlines will be posted on the website at councilloggersjubilee.com and/or the application itself. All competitors must check-in on the morning of the show. A competitor's meeting will take place after check-in and preliminary events will directly follow.

Rule Highlights

These rules and regulations were modified from the American Lumberjack Association rules to make the Show requirements as consistent as possible with other lumberjack competitions.

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. Exposes themselves or others to unnecessary risk or danger
3. Is under the influence, decision will be made by contest officials
4. Loiters in the arena unnecessarily before or after the time of their event or setting up for their event.
5. Contestants under 18 must have a guardian sign the hold harmless agreement.
6. Timers must not stand in front of or behind power saws during an event.
7. Does not wear appropriate full-length pants and closed-toed shoes. No Shorts, capris or sandals are permitted.

Saw

1. Contestants will provide their own chain and saw.
2. Sawyer 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 require the sawyer to restart the cut, with the timer still running.
3. Contestants will have a maximum of 2 minutes to warm up the saw prior to cutting.
4. Chaps and ballistic nylon or equivalent are encouraged to be worn.
5. Eye and Hearing protection is encouraged and available at the pre-registration table.

Jack and Jill Team

1. Three people per team, with at least one female teammate.
 - Person 1 – Runs Chainsaw, cutting two rounds (sawyer to turn to the inside, and away from teammates to begin second cut). Once chainsaw is off, sawyer returns to starting circle to tag in the splitter.
 - Person 2 – Splits wood into 4 equal sections. Once both rounds are split, splitter returns to the starting circle to tag in loader/wood tosser.
 - Person 3 – Tosses all split wood into pickup. Open tailgate for pickup to remain within 8 feet of participating contestants.
2. Contestants will start with one foot in the starting circle.
3. Sawyer will start on the announcer's signal. Time stops when the last piece of wood is successfully thrown into the pickup bed, and the contestant returns to the starting circle.
4. Contestants will have a maximum of 2 minutes to warm up the saw prior to cutting.
5. Chaps and ballistic nylon or equivalent are encouraged to be worn.
6. Eye and Hearing protection is encouraged and available at the pre-registration table.

Youth Split

1. Contestants will split one round into 4 equal sections.
2. The fewest swings wins with the fastest time wins.
3. Chaps and ballistic nylon or equivalent protection must be worn (provided). Eye protection is encouraged.

Team Tug of War

1. Each team in a Tug of War competition consists of five (5) people.
2. There are three age classifications in Tug of War:
 - a. Class A (Adult) = Ages 18 and up
 - b. Class B (Youth) = Ages 13-17
 - c. Class C (Kids) = Ages 12 and younger
3. The rope used will be marked in the middle with a center line, as well as two marks that should be placed 12 feet from the center line.
4. At the start of the pull, the center line of the rope should be immediately above the line marked on the ground.
5. Both teams pull the rope, the winner being the team who manages to pull the mark on the rope closest to their opponents over the center line.
6. The rope must be pulled underarm, and nobody's elbow must go below the knee, otherwise a foul will be called.
7. Matches are a best of three pull, the winner winning two out of the three pulls.
8. Winner takes all for Age class/category.