

# WATER BOIL

Classification: Core Singles Event

Safety Code: Blue

Note: Competitors participating in the Axe Throw, Chain Saw, Pole Climb, Super Swede or Single Buck are not eligible for this event.

Rules:

1. Corral must be a safe distance from the spectators and only competing athletes, event judge and timer are permitted inside.
2. First aid and fire extinguishers should be on site and available immediately.
3. Chainmail glove on the hand holding the wood is mandatory and must be shown to the judge prior to the start. Kevlar gloves are not acceptable. A competitor will not be permitted to compete without the glove.
4. Competitors cannot use their legs to secure the block at any time.
5. Using a block of cedar diameter 20 - 25cm (8 - 10in), a hatchet and 3 matches, the competitor must bring to a boil a mixture 250ml (8 ounces) of soapy water.
6. Matches must be wooden, large, and reliable to strike anywhere to light. (ie. Red Bird. Eddy).
7. Competitors must supply their own hatchet and is only permitted that one hatchet to complete the event. Hatchet head weight 1.13 kilos (2.5lb) maximum.
8. Host will supply dried cedar block as knot free as possible, 3 matches and a can of required soapy water.
9. One (1) wooden cookie may be used as a splitting platform.
10. Fires may be built on cookies if the host school supplies them, otherwise they must be built on the ground.
11. Competitors may obtain more matches if necessary but only one (1) at a time from their judge.
12. The top of the can cannot be covered in any way.
13. The competitor cannot receive any help in any way or a DQ will result.
14. The event judge must confirm safety rules are being adhered to prior to each competitor starting the event. The event will not begin if there is missing safety gear.
15. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO. The competitor must begin the event with the axe touching the wood at the start, and must remain on the wood until GO.
16. Starting prior to GO will result in a disqualification.
17. If any spillage from the can occurs prior to reaching a boil, a new can must be obtained from event judge or field event central. If not done a DQ will result.
18. The judge may stop the competitor competing if it is felt a serious injury has occurred. A time will be recorded if the can eventually boils over before the time limit.
19. Time will stop when the water boils over edge of the can.
20. The event has a ten (10) minute time limit or it will be recorded as a disqualification.