

SWEDE SAW

Classification: Core Team Event

Safety Code: Green

Rules:

1. Corral must be safe distance from spectators and only competing athletes, event judge and timer are permitted inside.
2. One (1) disc per competitor must be cut in this event.
3. Chain binders, straps or teammates weight (4 allowed- no spare) may be used to assist in securing the log. Logs must be securely fastened.
4. The wood should be 8 x 8 in (20.32 x 20.32 cm) poplar or white pine and be bark free.
5. The saw horse height to the bottom of the cant must be between 59cm (23in) and 69cm (27 in).
6. Teams must make their cuts within 50cm (20in). Allowance for knots will be determined by the event judge.
7. Only the COMPETING team member may spray the saw with any type of foreign substance during the event. (i.e. WD-40)
8. For safety reasons, the spare may hold an extra saw in case of breakage. If this occurs, the spare must not hand the saw to the team. The team must retrieve it.
9. A broken or bent saw tooth or a broken or loosened saw handle is considered to be equipment breakage.
10. The event will not begin if there is missing safety gear. A full protective tight-fitting glove must be worn on the bottom hand.
11. The Event Judge must confirm safety rules are being adhered to prior to each team starting the event. The event will not begin if there is missing safety gear.
12. The blade must be on top of the log prior to the start of the event and must not move prior to the starting signal.
13. The starting signal is: Timers ready, Competitors ready, 3-2-1-GO.
14. Starting prior to GO will result in a disqualification.
15. Each competitor must cut 1 complete cookie from the cant. If a cookie is broken, the competitor may continue the cut, as long as they cut completely through the cant. The 2 pieces must be able to be put back together in order to determine if the cut was complete or not. A disc would be complete if a sheer cut is less than 1cm/0.4 in. Shear cuts greater than 1 cm in width in either direction, (not in length) will receive a one (1) second penalty.
16. A shear cut is a sliver of wood that stays attached to the disc. A sliver of wood that stays attached to the cant is considered a broken disc.
17. The team is responsible for making sure that they have six (6) complete cookies at the end of the event, and that each competitor has cut one (1) cookie. If a cookie is incomplete, the competitor that broke it, must make the re-cut. The team captain or designate will signal the judge when they have their 6 cookies complete.

18. Competitors are not permitted to touch the discs until the judge makes their decision. Touching or removing discs results in DQ.
19. Time will stop when the team delegate signals the judge they have the 6 complete cookies.
20. The event has a five (5) minute time limit. The timer will signal to the team if over 5 minutes and the result shall be recorded as a disqualification.
21. After the team has signal the event is complete, the event judge will check the cookies and assign penalties if applicable. Shear cut 1 sec penalty per infraction, and an incomplete cookie shall be a disqualification.