

# **Lumberjack World Championships®**

## **Competition Rules and Regulations**

**Updated February 27<sup>th</sup>, 2026**

### **General Rules and Regulations**

1. Each competitor must register online and go through a seeding process to be a qualified competitor.
2. Lumberjack World Championships Foundation competition officials reserve the right to seed a specified number of competitors. Seeding is at the discretion of event officials but will be based primarily on previous competition results and recommendations from the LWC Athlete Advisory Committee. The unseeded entrants will be placed on a standby list for positions in the pro-division.
3. It is the responsibility of all the competitors to know the rules and to be on time when their respective competitions start. Any competitor
4. not on time will be disqualified.
5. All competitors must wear their designated competitor shirt during competition along with black pants or shorts. No alterations may be made to the shirts, including adding sponsor logos, after shirts are received at check-in.
6. All competitors must attend the competitor's meeting prior to the start of the competition.
7. All competitors must conduct themselves professionally and use proper sportsmanship. Any competitor and/or coach representing an athlete will be given a sportsmanship warning if any sportsmanship misconduct should occur. Any competitor and/or coach receiving a second warning will result in an automatic disqualification of the competitor for the remainder of all LWC Competitions for that year. The competitor will not be eligible for any prize money.
8. A competitor may be ruled out of competition and shall forfeit all prize money and/or recognition if he/she fails to comply with the below:
  - A. Violates any rule stated herein.
  - B. Violates or ignores any safety precautions or devices.
  - C. Passes over safety lines with climbing ropes.
  - D. Exposes himself/herself or others to unnecessary risk or danger.
  - E. Is under the influence of intoxicating chemicals, which shall be decided by a contest official.

9. Competitors are to be in the contest areas only during the time that they are competing in a specific event.
10. Coaches will not be permitted on the dock areas during a competition.
11. The event will utilize the recorded cadence.
12. If a competitor must drop from competition due to any reason, the Chief of Competition must be notified at least 1 hour to the start of competition for each day. The next qualifier that is on the list and available for the competition will replace the dropped competitor, if appropriate.
13. It is mandatory that chopping axes are pinned. Chopping axes, crosscut saws, hot saws and other power saws must be sheathed at all times traveling to and from an event.
14. In all wood chopping events, any competitor slabbing their log without taking preventative measure will be disqualified. \*A slab is defined as that portion of the log dislodged due to the initial striking blows of the axe causing a piece of wood to run or separate off the entire face of the log. This would be considered “uncut wood” by the woodchopper. The use of nails is required. Each chopping discipline requires a specific minimum number of nails spanning the width of the widest opening of the scarf, opposite the drive side, to prevent a disqualification if slabbing occurs. Nails must be driven in  $\frac{3}{4}$  of the nail length in and bent over. See each discipline rules for nail requirements.
15. Hot saws, except during official hot saw competition, may not be run while the pre-show or main show is in progress. There will be a designated place and time for testing/warming up hot saw engines. There will be no running of hot saw engines outside the designated time and place.
16. If any competitor prior to or after the drawing for chopping logs feels there is a necessity to eliminate any of the logs, the Chief of Competition and Director of Competition are to be notified and the logs will be inspected for possible elimination.
17. All protests must be filed in writing at the LWC office with a one hundred-dollar (\$100.00) cash fee within one (1) hour of results posting on the Lumberjack World Championships official results web page. All protest incidents will be reviewed only on LWCF authorized video by the LWCF Protest Committee (Chief of Competition, Director of Competition, and Chair of Competition Committee). Evidence must be clear to overturn the original decision. The one hundred-dollar (\$100.00) cash fee is forfeited unless the result is overturned. Competitors may not review official competition results/film footage, and are not allowed in the timing building, unless invited by a competition official.

18. Prize payout: All competitors that make the finals will be eligible for prize payout. Events will be paid out up to 8 places (6 for Masters and Axe Throw). (See prize money table for more information.) If a competitor is disqualified during the final competition, their payout placement is automatically downgraded to the last payout place. If more than one competitor is disqualified, final placement will be determined based on qualifying times from semi-final heats. Prize payout and All-Around points for 7<sup>th</sup> and 8<sup>th</sup> place in events with no small-final will be determined by semi-final times.
19. LWC reserves the right not to hold an individual event if it merits consideration.
20. If a competitor is not able to compete in any heat for any reason, they are not eligible for overall points or prize money and will not move forward in the heat format for that discipline.
21. In the event of an open position in a heat, the next eligible and available competitor will be asked to fill the spot. All competitors will be moved up in points and payout rankings.
22. Competition officials will do their best to accommodate multi-event competitors regarding the scheduling of event heats. In some cases, competitors may request a delay of a specific match or heat due to a scheduling conflict. Discretion on granting a delay is up to the relevant competition official(s). Failure to comply with the decision of the official(s) will result in a forfeiture of the match/heat for which the delay was requested.
23. All competitors must wear close-toed shoes (no sandals) on the chopping and sawing dock.
24. In the event of a tie in:
  - A. Quarterfinal competition:
    - i. In a ranked athlete event, the athlete/team with the higher ranking will advance.
    - ii. In a non-ranked event, the tied athletes/teams will compete in a follow-up head-to-head competition to determine the tie breaker.
  - B. Semifinal competition:

The athlete/team with the fastest quarterfinal time will advance.
  - C. Finals competition:

If any two athletes/teams tie for a paid placement, each will receive the payout and all-around points for that placement; the following placement will not be filled.

## **Sportsmanship**

All competitors at the Lumberjack World Championships are held to the highest sportsmanship standards. Competitors are expected to always be professional and respectful.

## **Seeding & Ranking Criteria**

Competitors are ranked by the Lumberjack World Championship Foundation Athlete Advisory Committee (AAC) after the registration period closes. Ranks are tabulated by the LWCF and Chief of Competition utilizing AAC recommendations and previous LWC results. Competitors will be required to provide results from other official competitions to assist with ranking.

After the registration period closes, competitors will be ranked, and up to 30 competitors are accepted into a competition depending on the event. Any competitor(s) not initially accepted into an event are placed on a wait list. Refunds will be issued to competitors after the LWC Competition if they are not placed into events.

Seeding and heat formats for elimination chopping events will be determined by the size of the athlete field. The heat and seeding formats can be found in Exhibit A.

## **All Around Points**

Points are awarded to finalists in each event. All points will be awarded and tallied after the final heats in each event. Competitors in partnered events will each receive full points. No points are awarded for Axe Throw, Relay or Masters. The male and female competitor with the most points at the end of the final competition will be awarded the All-Around Title. If a competitor is disqualified in the finals and is the only competitor disqualified, overall place for the day is last in the finals. If more than one competitor is disqualified in the finals, the best times from semifinal heats will be used to determine placement. Points will be awarded based on the following:

1 <sup>st</sup> Place	8 points
2 <sup>nd</sup> Place	7 points
3 <sup>rd</sup> Place	6 points
4 <sup>th</sup> Place	5 points
5 <sup>th</sup> Place	4 points
6 <sup>th</sup> Place	3 points
7 <sup>th</sup> Place	2 points
8 <sup>th</sup> Place	1 point

In the event of a tie for the All-Around Award:

The competitor with the highest number of highest place finishes shall be determined the winner.

If each competitor's finish placements are equal:

The competitor with the lowest combined times from finals heats of common events (all events in which both competitors participated) shall be determined the winner.

If neither of the above criteria will determine a winner, the setting of a world record in any of the common events for the current competition year may be used to break the tie.

If the tie is unbreakable via the above criteria, two All-Around titles will be awarded.

## **Chopping Events**

Men's Standing Chop

Women's Standing Chop

Men's Underhand Chop

Women's Underhand Chop

Springboard Chop

Master's Underhand Chop

## **General Rules**

1. Competitors in the Standing Chop and Underhand Chop will advance by heat.
  - a. Competition Format:
    - i. 0-12 competitors: All advance to semi-finals unless disqualified.
    - ii. 13-18 competitors: Top 4 competitors in each heat advance to semi-finals
    - iii. 19-24 competitors: Top 3 competitors in each heat advance to semi-finals
    - iv. 30 competitors: up to 4 quarterfinal heats of 6 competitors, with the 6 top-ranked competitors moving directly to semi-finals; top 3 in each heat move on
2. Small Final:

The fastest non-advancing competitor from each semi-final chopping heat will advance to a small final to compete for 7<sup>th</sup> and 8<sup>th</sup> place on Saturday, held prior to finals competition.

Springboard competitors are placed into 1 heat on Thursday or Friday. The competitors with the fastest 4 times from the combined heats will compete in the finals. Competitors with the next 4 fastest times will compete for 5<sup>th</sup>-8<sup>th</sup> place in a small final, prior to finals competition.
3. LWC Officials draw for log selection.
4. Prior to the event, competitors may mark location of log cuts with chalk or crayon.

5. Timing begins on the signal “GO” and ends when the log is totally severed.
6. **Any axe penetrating the block prior to “GO” will be disqualified.**
7. Wood must be severed by blow of the axe, not by any other method (example stomping of the foot, pushing with a hand).
8. Once a competitor has finished the cut, **all wood is to be left untouched by competitor, coach, dockhand, judge or any other person** until verified by the Chief of Competition.
9. The slabbing rule will be in effect. (See General Rules and Regulations #13) 7 nail minimum for Men’s Underhand and Standing Block, 6 nail minimum for Springboard. 5 nail minimum for Women’s Underhand and Standing Block.
10. The Chief of Competition has the discretion to stop any event based on safety or designated time limit specified in each competition below.
11. Competitors may not chop any wood that is not attached to their stand.
12. If 30 competitors accepted, the 6 top-ranked athletes will be seeded directly into the semi-finals. If the top 6 are not present, the next highest ranked athletes will be entered into the semi-finals until the top 6 spots are filled.  
Competitors ranked 7-30 (24 athletes) will be seeded 7-30 and placed into the quarterfinals.
  - a. 30 competitors in the event; top 6 are seeded directly into semi-finals.
    - i. Quarterfinals: the other 24 competitors will be placed in up to 4 heats of 6 competitors.
      - 13-18 competitors: Top 4 competitors in each heat advance to semi-finals
      - 19-24 competitors: Top 3 competitors in each heat advance to semi-finals
    - ii. Semi-finals: 3 heats of 6 competitors, 12 from quarterfinals plus the 6 seeded competitors.
      - Top 2 competitors in each semi-final advance to finals.
    - iii. Finals: 1 heat of 6

***Log Diameters:***

Master’s Underhand – 12”; Women’s Underhand – 11”

Men’s Underhand – 14”; Men’s Standing-14”; Women’s Standing--9”

Springboard – 12”

**Standing Block Chop**

*Description:* Using a single bit pinned axe, competitors chop through a vertical log

1. Time begins at “GO” and stops when the block of wood is severed.
2. Once a competitor has finished their cut, all wood must be left untouched by competitor until after the Chief of Competition reviews each block.
3. Choppers advance by placement in heat, not time.
4. Time limit is 90 seconds.

### **Men’s Standing Block**

Up to 30 competitors may be accepted into the event.

### **Women’s Standing Block**

Up to 24 competitors may be accepted into the event.

### **Underhand Chop**

*Description:* Using a single bit pinned axe, competitors chop through a horizontal log.

1. Competitor must be standing on the block when striking the block with the axe during competition.
2. Any stress to the block while the competitor is standing on the dock will result in automatic disqualification.
3. Any cut to the foothold will result in disqualification.
4. Time begins at “GO” and stops when the block of wood is severed.
5. Once competitor has finished their cut, all wood is to be left untouched by competitor until after the Chief of Competition reviews each block.
6. Choppers advance by placement in heat, not time.
7. Time limit is 90 seconds.

### **Men’s Underhand Chop**

Up to 30 competitors may be accepted into this event.

### **Women's Underhand Chop**

Up to 24 competitors may be accepted into this event.

### **Master's Underhand Chop**

1. Must be 50 years of age and have previous experience.
2. This is a handicapped event.
3. Chief of Competition will use previous year's results, athletic ability, and recommendations from the LWCF Athlete Advisory Committee to establish the individual handicap for each competitor.
4. Master's competitors will advance based on time. The fastest 12 competitors advance to the semi-finals; the 6 fastest in the semi-finals advance to the finals.

### **Springboard Chop**

*Description:* Using a single bit pinned axe, competitors notch a nine-foot-tall spar tree and insert springboards to use as foot supports. Once they have reached the top, they must chop through a vertical log mounted on top of the spar pole.

1. Two springboards must be used.
2. Logs cannot be cut from one side only – at least one strike of the axe must be taken on the backside.
3. The axe cannot cut into or nick another previously cut board hole while cutting a pocket.
4. Springboard competitors move forward in the competition based on time.
5. Springboard competitors are placed into 1 heat on Thursday or Friday. The competitors with the fastest 4 times from the combined heats will compete in the finals. The second place finisher from each heat will compete in the small finals.
6. Time limit is 150 seconds.
7. Elimination Seeding

Round 1

Round 1 Heats (athlete rank)					
Thursday	Pool A	Pool B	Friday	Pool C	Pool D
	Heat 3	Heat 2		Heat 6	Heat 5
	1	2		3	4
	8	7		6	5
	9	10		11	12
Heat 1	16	15	14	13	
	17	18	19	20	
	24	23	22	21	
Heat 4					

Finals (Saturday)

Top finisher from each pool advances to finals, runner-up of each pool advances to small finals.

**Timber Climbing**

60’ Pro Traditional Climb

90’ Pro Open Speed Climb

**General Rules**

1. Competitors are seeded according to previous results and at the discretion of the event officials.
2. Competitors must use spurred climbers and steel core climbing ropes to scale the sparring poles.
3. Competitors advance into finals based on best time from Thursday or Friday.
4. Trees will be assigned to climbers on Thursday and Friday and by random draw on Saturday for the championship.
5. Competitors must climb within the front 240 degrees of the sparring pole, as marked, unless weather or physical condition of the sparring pole require otherwise; discretion is up to climber and event officials.
6. At the starting signal, competitors must have one foot on the safety pad, off the sparring pole and the other foot on the sparring pole, below the starting line as marked on the sparring pole.
7. Timing begins on the signal “GO” and ends when the competitor touches the safety pads.
8. Final rankings are based on Saturday times. The top 8 climbers on Saturday are eligible for prize payout. The top 4 climbers will compete during official finals

competition. 5<sup>th</sup> – 8<sup>th</sup> place climbers will compete prior to official finals competition.

9. Climbers must attempt all assigned heats to be considered for prize money.
10. If disqualification occurs during finals, payout placement is downgraded to lowest place in heat (4<sup>th</sup> in a heat of 4; For heats of 2: 2<sup>nd</sup> in 1<sup>st</sup> place climb; 4<sup>th</sup> in climb for 3<sup>rd</sup> place, etc.)

### **60' Traditional Climb**

*Description:* Competitor scales a cedar spar pole to a 60-foot high line mark and returns to the ground.

1. The competitor must climb to the 60-foot mark, by which the 60-foot paint line must be touched or crossed by the climber's rope.
2. On the descent, climbers are required to set at least one spike into the pole at least once in every 15' section. For gaff placement purposes, the painted lines marking each 15' section belong to the section above each line.
3. Only traditional spurs will be allowed (no toe gaffs allowed).  
Traditional spur specifications:
  - Shin cup may be modified but must not slide on shank.
  - Gaff may be modified (bent/shortened).
  - Stirrup must be positioned at the mid-point (arch) of the foot.
  - Footwear must not be affixed to stirrup by any other means than a strap.
4. Climbers must use a belt for their climbing rope. (No chest harness may be used)

### **90' Open Speed Climb**

*Description:* Competitor scales a cedar spar pole to a 90-foot high line mark and returns to the ground.

1. The competitor must climb to the 90-foot mark, by which the 90-foot paint line must be touched or crossed by the climber's rope.
2. Toe gaffs and traditional spurs are allowed.
3. On the descent, climbers are required to set at least one spike into the pole at least once in every 30' section. For gaff placement purposes, the painted lines marking each 30' section belong to the section above each line.

## **Cross-Cut Sawing**

Men's Double Buck

Master's Double Buck

Jack and Jill

Jill and Jill

Men's Single Buck

Women's Single Buck

### **General Rules**

1. Sawing events are strictly against time. The fastest 12 competitors advance to the semi-finals; the fastest 6 semi-finalists advance to the finals.
2. A starting cut arc of 12" on 20" wood or 10" on 16" wood will be allowed.
3. Timing begins when the signal to "Go" is called and ends when the log is completely severed.
4. Logs must be cut completely through.
5. Each stand will be allowed a "second" or wedger to oil the saw, put wedge, etc. Wedger/Oiler cannot touch the saw or wood disk with his/her hands once the cut is started.
6. Any saw moving before the word "Go" is automatically disqualified.
7. In cases where fiber is left after cut: Measure the uncut portion of the fiber from the bottom of the log. If the fiber is greater than ¼ inch in height from the bottom of the log, cut will be disqualified. Less than or equal to ¼ inch is acceptable.
8. Men's Double Buck will consist of two men.
9. Jack and Jill will consist of a man and a woman.
10. Jill and Jill will consist of two women.
11. Time limit is 60 seconds.

#### *Diameters:*

Pro Double Buck-20"; Pro Single Buck-20"; Pro Jack and Jill-20"; Pro Jill and Jill 20"; Pro Master's Double Buck-20"; Pro Women's Single Buck-16".

### **Double Buck**

*Description:* Two sawyers working as a team, use a two-man bucking saw to cut through a 20-inch diameter white pine log.

### **Single Buck**

*Description:* In Pro-Men, a single sawyer uses a one-man bucking saw to cut through a 20-inch diameter white pine log. Pro-Women saw through a 16” diameter white pine log. Free end of saw must be clear of any handle or weight.

### **Master’s Double Buck**

1. This is a handicapped event.
2. Chief of Competition will use previous year’s results, athletic ability, and recommendations from the LWCF Athlete Advisory Committee to establish the individual handicap for each competitor.
3. Must be 50 years of age and have previous experience.

### **Hot Saw**

*Description:* A single sawyer using a one-cylinder, single-motor power saw makes three vertical cuts: down, up, and down on a 20-inch diameter white pine log.

1. Competitors must furnish their own equipment.
2. Saws are registered in the owner’s name and cannot be used by any other competitor even upon elimination of the owner.
3. The time for warmups is a maximum of one minute to start and warm up the saw. If the saw fails to warm up in the warm-up period of 1 minute, competitor must start heat with a cold saw.
4. Starting cadence will begin 15 seconds after warm-up.
5. Saws must be turned off before contest begins.
6. Self-starting, push button, or twin motors are not allowed.
7. Prior to the start, four fingers of both hands must be across the line at the top of the log until the word “GO”.
8. On the signal “GO”, each competitor must start his/her saw then make: a cut down, a cut up from the bottom; and then finish with a cut down.
9. Three slices of the log will be sawed off during each contest within a six-inch mark determined by the Chief of Competition.

10. All slices must be a complete slice and in one piece unless breaking occurs from hitting the dock or other slices.
11. Any cut or penetration of wood outside the 6-inch designated cutting area will result in a disqualification.
12. Each saw shall include a sprocket cover to keep thrown chains with the saw.
13. All competitors must wear chaps or safety pants, eye and ear protection.
14. All competitors will get 2 chances to qualify for the final. The best of those 2 times will be used for placement in finals.
15. Time limit is 60 seconds.

### **Axe Throw**

*Description:* Competitors will throw a double-bitted axe at a wood target from a distance of twenty feet.

1. All axe throw competitors must be registered for a Pro event.
2. Each competitor will receive one practice throw prior to their start. Three throws will be used to score. In the event that one of the throws to score misses the target completely, or scores a zero, the competitor will lose his/her remaining throws.
3. Each competitor will throw from a line twenty (20) feet from the face of the target. Competitors who are touching or step on the line will be disqualified.
4. The center of the target will be 60 inches from the ground. The center, or Bulls Eye, will score 5 points. The first ring around the center will score 4 points; the next ring will score 3 points; the next ring 2 points; and the last ring will score 1 point.
5. The axe will be double bitted. It must weigh no less than 2.5 pounds and the handle must be at least 24 inches in overall length. The blade of each bit may not exceed 6 inches in width. The axe may be thrown overhand or underhand. Only the leading edge of the axe, at the time of the release, scores. If the axe sticks in the target without cutting the face of the target, the throw scores zero. If two points of the axe stick in the target, the throw scores zero. If the axe falls out of the target, the throw scores zero. The leading edge need only snip the line of a higher point to be awarded the higher point.
6. In the event of a tie, each competitor will receive 3 throws to score (No Practice).
7. Any additional ties, each competitor will receive 1 throw to score. (No Practice).

8. All precautions should be taken while throwing. Interfering with a competitor when they are throwing the axe may result in disqualification from the Axe Throw event.

### **Team Relay**

Team relay consists of the following events in this order: 60 ft. climb, women's boom run, men's boom run, men's pro underhand chop, women's single buck, and men's standing chop. All individual event rules apply to the team relay rules.

There will be six relay teams. Two relay teams are randomly chosen for competition on Thursday, two for Friday, and two for Saturday prior to Finals competition. The 2 teams with the fastest times compete in the Finals on Saturday. The relay is the last competition of the day.

1. Move on by time.
2. If a competitor is disqualified during the relay, the whole team is disqualified.
3. No all-around points are awarded.
4. In the event that it is too dark to run the relay competition safely in the finals, the prize money will be split equally between the two teams in the finals.

### **Boom Run**

*Description:* Competitors will run across a log boom from dock to dock and return across the boom to the start line.

1. All boom run competitors must be over 18 years of age or professional log rollers.
2. The top 4 men and top 4 women from the previous year at LWC are automatically qualified for the boom run.
3. All other competitors must qualify for advancement in the boom run during qualifying runs on Thursday. The top men and top women from the Thursday qualifier advance to enter the boom run competition for a total of 10 men and 10 women advancing.
4. Each competitor not automatically qualified will get 2 runs (one on each boom) during qualifiers.
5. Each qualifying boom runner will run one boom on Thursday and the other boom on Friday. The fastest time overall will be taken to determine progress into the finals round.

6. The fastest six women and men will advance from Thursday and Friday heats to the Finals on Saturday.
7. If a competitor does not complete a full run on Thursday or Friday, they are not allowed to advance to the finals.
8. No partial runs will be counted at any time during competition.
9. Competitors will run both booms during the Finals on Saturday. The best time from Saturday will be taken to determine the overall winner.
10. Finals heats will be 6<sup>th</sup> vs 5<sup>th</sup>, 4<sup>th</sup> vs 3<sup>rd</sup>, 2<sup>nd</sup> vs 1<sup>st</sup>. Semi-final heats: 10<sup>th</sup> vs 9<sup>th</sup>; 8<sup>th</sup> vs 7<sup>th</sup>; 6<sup>th</sup> vs 5<sup>th</sup>, 4<sup>th</sup> vs 3<sup>rd</sup>, 2<sup>nd</sup> vs 1<sup>st</sup>.
11. Each competitor is allowed two (2) falls and two (2) remounts per boom attempt. A remount is completed when either one or both feet are the only points of contact with the log.
12. In the event of a fall, a competitor may advance one log from the last log touched once during the run. Only one advancement per run.
13. If a competitor is disqualified from both run attempts in the finals on Saturday, their final placement is downgraded to last payout place. If more than one competitor is disqualified, final placement is determined by fastest time from the semi-final heats.
14. Competitors must start behind the start line with both feet in contact with the dock until "GO" is given in the starting cadence ("3, 2, 1, GO"). No part of the competitor's body may break the plane of the start line before "GO".
15. The start and finish line are the same line.
16. Competitors run across the boom, around the stanchion, and back.
17. Time stops when the competitor breaks the plane of the finish line with any part of the body. Competitors must land on the dock with the sole of one foot for a clean landing- no diving, rolling, landing on a knee, etc. Judges must rule a clean run.
18. The use of hands to assist a competitor onto any stationary dock is not allowed. The use of hands will result in disqualification.
19. False starts will result in forfeiture of that run.
20. If a competitor does not go around the stanchion, they will be disqualified.

21. A disqualification will occur if the head boom run judge determines the competitor interfered in any way with another competitor.
22. The top 8 men and top 8 women are eligible for payout.

## **Logrolling**

Rules are based off of the USLRA Competition Rules.

*Description:* Opponents step onto a floating log, spin it rapidly with their feet until one opponent is dislodged and falls into the water.

### **Amateur Divisions**

- U7 (7 and under, Coed)
  - U10 (ages 8-10) Boys and Girls
  - U13 (ages 11-13) Boys and Girls
  - U17 (ages 14-17) Boys and Girls
  - Adult Sport (18+) Men's and Women's
- All matches will be rolled on carpeted logs.

### **Pro (must be at least 16 years of age as of January 1st of competition year)**

Competitors will roll in spikes.

### **Brackets**

Up to 24 men and 24 women are accepted into the log rolling event. Of these competitors, the top 8 seeded men and top 8 seeded women present, based on USLRA ranking at the time of the draw, are placed into the brackets in the top 8 positions. The remaining competitors are randomly drawn for their positions in the bracket. All brackets will be double elimination, with an exception for competitors who qualify to roll for 5<sup>th</sup>/6<sup>th</sup> place, and 7<sup>th</sup>/8<sup>th</sup> place. Brackets will be drawn and posted the night before the start of the competition. There will be no re-draw of the brackets once they are posted. If a competitor misses a match, their opponent will get a bye.

### **Choice of Ends/Coin Toss**

- When the match is a "**ucking**" match and both contestants cannot come to an agreement on which end of the log they will start, a coin toss will be used.
- All "**unning**" matches shall start with **both rollers facing the starting dock**. Running matches may not start with both rollers' backsides to the dock.
- The loser of each fall will have his/her choice of ends, if this happens during a "**unning**" match, the log will be spun around in the water, giving the roller a different side, because of starting procedures. During a "**ucking**" match the rollers will be able to switch on the dock.

### **Obstructions, Impediments, Waves**

Judges are required to call "**time out**" before the log reaches a parallel distance from a barrier that is equal to the height of the taller roller, or if the log is within one (1) foot of a

barrier in a perpendicular position. Safety is of primary importance, and judges will call time before a situation becomes unsafe.

### **Starting a Match**

U7 Co-ed will have an assisted start where one or two judges will hold the log while competitors get on top. Judges will let go after saying “ready, steady, letting go”. Time will begin once judges’ hands are off the log.

All matches in the U10, U13, U17, and Adult Sport divisions as well as the men’s and women’s pro division will start the match with a pole start. Competitors will step on log while grasping the poles and push themselves away from the dock.

### **Rules**

1. Pro Logrollers have 10 minutes to prepare themselves after their match has been called.
2. Any stalling or intentional delay will result in a warning. Continuation of a delay after a verbal warning will result in a fall charged against the offending logroller.
3. Each roll begins with a pole start- after mounting the log, competitors and the log are pushed away from the platform a safe distance. Assisted starts will be used for U7 competitors.
4. The head judge will start each match when both opponents have equal control of the log. Judges will say “Release/Throw your poles”.
5. The match begins when the log is steady and neither of the competitors are holding a pole. The head judge will shout “Time In” or blow a whistle so that competitors know the official start of the match. The match continues until a fall occurs or time expires.
6. The judge may recall a quick whistle if s/he feels that the rollers did not have equal control.
7. If either roller falls before the match begins, s/he shall get back on the log immediately without leaving the vicinity of the starting dock.
8. If a competitor fails to maintain control of the log and falls three(3) times before “Time In” is called, that competitor shall forfeit the match.
9. The first competitor to lose contact with the log with both feet loses the fall. The winner is the competitor with the last sole of the foot on the log.

10. Any of the following will be considered a fall: a competitor steps on the center line; deliberate contact with an opponent; both shins on the log; sitting on the log; jumping to prolong the match; or unnecessarily delaying a start.
11. Competitors have **30 seconds** from the time the last roller reaches the dock after a fall. If time is not called and someone falls in, competitors must go back to the dock and immediately start again. If time is called for an obstruction/safety hazard and a roller falls off, rollers will go back to the dock and immediately resume the match. Not toweling off, no water.
12. Stoppage for a major injury at the discretion of a judge or medical personnel shall not exceed five (5) minutes after which time the affected competitor shall forfeit the match.
13. A match will be decided by the best **three** out of **five** falls.
14. **Judges' decisions are final.** When deciding a match, judges will not review or take into consideration any photos or video taken by a spectator.
15. If a match is interrupted for any reason, such as weather, the match shall resume with the same score at which it was stopped.
16. A fall will be ruled a draw if the judges cannot see specific and noticeable differences in the fall. A judge shall make a decision after a moment of recall. No discussion of the fall will take place between the judges except their response as to who won the fall or if the fall was a draw. If there is the slightest doubt in the mind of the judge, it should be ruled a draw. The decision from the judges may be split, in which case the majority rules. If there is no majority decision, then it is ruled a draw.
17. Shoes must be worn by all competitors.

### Log Dimensions and Timing

Logs are 12' or 13'.

PRO MEN	PRO WOMEN	AMATEUR
#1 – 15" DIAMETER		#1 – 15" DIAMETER
#2 – 14" DIAMETER	#2 – 14" DIAMETER	#2 – 14" DIAMETER
#3 – 13" DIAMETER	#3 – 13" DIAMETER	#3 – 13" DIAMETER
#4 – 12" DIAMETER	#4 – 12" DIAMETER	#4 – 12" DIAMETER
		#5 – 11" DIAMETER

If both competitors agree, a match can start on a log smaller than the first designated log.

**Logrolling competitions will use the following time limits:**

**Pro Men**

- #1 Log 1 minute
- #2 Log 3 minutes
- #3 Log 5 minutes
- #4 Log until end of match

**Pro Women**

- #2 Log 1 minute
- #3 Log 3 minutes
- #4 Log until end of match

- #1 Log 1 minute
- #2 Log 2 minutes
- #3 Log 3 minutes
- #4 Log 4 minutes
- #5 Log until end of match

**Amateur Division**

(U-10 Girls & Boys, U-13 Girls & Boys, U-17 Girls)

- #2 Log 2 minutes
- #3 Log 3 minutes
- #4 Log 4 minutes
- #5 Log until end of match

**Amateur Division**

(U-7, U-17 Boys, Adult Sport)

**Competition Officials**

Event Director: Samantha LaSalle

Chief of Competition: DJ Aderman

Director of Competition: Roger Burger

Chair of Competition Committee: Eric Maki

Chief of Logrolling Dock: Todd Williamson

**Athlete Advisory Committee**

Nancy Zalewski, Arden Cogar Jr., Nathan Waterfield, Caleb Graves, Shana Versteegen

**DISCLAIMER**

Due to weather delays and unforeseen events when they occur, competitors will be put on notice of a new timeframe to complete as much of the scheduled heats as possible. Should the event be altered out of its traditional three-day timeframe (Thursday-Saturday) due to any extenuating circumstances to include weather delays, natural disasters, or any other unforeseen acts, the LWCF Board of Directors will determine prize money placement based on preliminary rounds of competition or selection of the

competitors to compete in the finals if the LWC is unable to complete the normal sequence of competitor elimination.

# Exhibit A

## Elimination Chopping

Seeding and format based on number of competitors.

### 25-30 Athletes

Round 1 (Thursday)

Top 6 ranks advanced to Semi-finals			
Round 1 Heats (athlete rank)			
Heat A	Heat B	Heat C	Heat D
7	8	9	10
14	13	12	11
15	16	17	18
22	21	20	19
23	24	25	26
30	29	28	27

Semi-finals (Friday)

	Semi-Final Heats		
	Heat E	Heat F	Heat G
Automatically Advanced Athletes	1	2	3
	6	5	4
Athletes seeded by finish in round 1 (heat/finish)	A1	B1	C1
	C2	D2	D1
	B2	A2	A3
	D3	C3	B3

Finals (Saturday)

Top two finishers from each semi-finals heat advance to finals, one heat of 6.
Third finisher from each semi-finals heat advances to small finals, one heat of 3.

### 19-24 Athletes

Round 1 (Thursday)

Round 1 Heats (athlete rank)			
Heat A	Heat B	Heat C	Heat D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21

Semi-finals (Friday)

	Semi-Final Heats	
	Heat E	Heat F
Athletes seeded by finish in round 1 (heat/finish)	A1	B1
	D1	C1
	D2	C2
	A2	B2
	A3	B3
	D3	C3

Finals (Saturday)

Top three finishers from each semi-finals heat advance to finals, one heat of 6.
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### 13-18 Athletes

Round 1 (Thursday)

Round 1 Heats (athlete rank)		
Heat A	Heat B	Heat C
1	2	3
6	5	4
7	8	9
12	11	10
13	14	15
18	17	16

Semi-finals (Friday)

	Semi-Final Heats	
	Heat E	Heat F
Athletes seeded by finish in round 1 (heat/finish)	A1	B1
	C2	C1
	B2	A2
	B3	A3
	C3	C4
	A4	B4

Finals (Saturday)

Top three finishers from each semi-finals heat advance to finals, one heat of 6.
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### 0-12 Athletes

Round 1 (Thursday)

Round 1 Heats (athlete rank)	
Heat A	Heat B
1	2
4	3
5	6
8	7
9	10
12	11

Semi-finals (Friday)

	Semi-Final Heats	
	Heat E	Heat F
Athletes seeded by finish in round 1 (heat/finish)	A1	B1
	A2	B2
	A3	B3
	A4	B4
	A5	B5
	A6	B6

Finals (Saturday)

Top three finishers from each semi-finals heat advance to finals, one heat of 6.
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