Physical Events

Archery

1. Each member club may enter one contestant.
2. Competition will be on an individually-scored basis.
3. National Archery Association of the United States rules are to be used.
4. Contestants will shoot 1/5 of the Junior American Round – 6 arrows at 40 yards, 6 arrows at 30 yards, and 6 arrows at 20 yards, respectively.
5. Targets shall be of standard size (48 inches) in diameter, divided into a central disc 9.6 inches in diameter. Five concentric rings each 4.8 inches in width colored from center out, respectively, gold, red, blue, black and white.
6. Targets shall be placed so that the center of the gold is 51 inches from the ground.
7. Only conventional hunting bows with a minimum weight of 30 pounds at 28 inches may be used.
8. Use of external stabilizers, sights, pulleys, or releases will not be allowed. All bows shall be thoroughly inspected and approved by the judge prior to shooting.
9. Only arrows with field type points may be used. No broadhead points may be used.
10. No cross bows will be allowed.
11. The face of the target has 5 concentric rings each bearing a scoring value: gold center, 9 points for each hit; red scores 7; blue scores 5; black scores 3; and white scores 1 point.
12. An arrow cutting through two colors is given the higher value (unless arrow is touched before the decision is made by scorekeeper, in which case the lower value is taken).
13. Any arrow rebounding from target face shall be re-shot.
14. Arrows must not be touched or withdrawn from target face until official scoring is completed.
15. One half of the contestants shoot at one time on two or more targets.
16. Six practice shots at any distance, which will be left to the discretion of the competitor, will be allowed prior to the competition.
17. Arrows may be handed to the contestant.
Suggestions for Judges Committee

Archery

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (This is already recorded on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Rule 15 states 1/2 of contestants shoot at one time; there are 8 targets available. Contestants 1-8 will shoot on their target from 40 yds, then 30 yds, then 20 yds, with scoring following each distance. Then this procedure will be followed for contestants 8 - 15.
4. Ask all contestants if they have any objections to the target that can be corrected or if they object to any other contestant's equipment. Remind them not to touch arrows until they are scored by a judge.
5. After the practice round and as each arrow is scored during the competition, clearly mark arrow holes with a marker so they will not be associated with future shots.
6. In case of a tie for first, second or third place a runoff for these places is required. Have the tied contestants shoot 2 arrows at each distance and then score it as if they had been shot from one distance.
7. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
8. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Axe Throwing

1. Each member club may enter one contestant.
2. Each contestant must provide his/her own axe.
3. The axe handle must be at least eighteen (18") inches long, measured from where the handle enters the head. The axe may have either a single or double bit head.
4. The target shall be the end of a log or its equivalent, at least twenty (20") inches in diameter, and have a bullseye three (3") inches in diameter inscribed upon it. Two additional rings of nine (9") and eighteen (18") inches in diameter respectively shall also be inscribed upon the target. The center of the target shall be from three and one-half (3 1/2') to four (4') feet above the ground and the face shall be plumb. Point value shall be: three (3) points for the inner circle, two (2) points for the middle annulus, and one (1) point for the outer annulus. Hits on the line shall count the higher point value. Double sticks will be awarded zero points, and points will only be awarded for sticks of the leading edge of the blade, meaning the handle of the axe must be oriented up or down in the same manner as when it was thrown (Approved by vote at ASFC executive meeting March 17, 2007).
5. Contestants will be allowed three practice throws prior to the five count throws.
6. Each throw will be made from between two lines on the ground which shall be five (5) and ten (10) yards from the target, respectively. No point count will be given for any throw in which the contestant steps over the line before the axe strikes the target. Amended March 21, 1996.
7. Highest cumulative point score wins.
8. The target will be placed so that the sun is at the contestant's back if possible.
Suggestions for Judges Committee

Axe Throwing

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible. Emphasize Rule 6 regarding stepping over the line.
4. Ask all contestants if they have any objections to the target that can be corrected or if they object to any other contestant's axe.
5. Ask and record each contestant's name as the school is called to the line. Please print.
6. Line up contestants and let them make one throw each on the target to soften up the target face. Do this as quickly as possible.
7. Make calls of points on the practice throws and keep a tally of the number of practice throws taken but do not record scores of practice throws on the score sheet. Record only the five contest throws taken for competition on the score sheet.
8. In the case of a tie for first, second or third place a runoff for these places is required. Have the contestants involved take an additional five throws each until the place is determined. Up to three practice throws will be allowed prior to their runoff throws.
9. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
10. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Birling

1. Each member club may enter one contestant.
2. Contestants must wear long trousers and a shirt. Footgear may be worn; however, no cleats are allowed on foot gear.
3. The log will be twelve (12') to fourteen (14') feet long and of sufficient diameter to float two people.
4. Contestants will be paired by a drawing conducted by the judges, and the contest will be run by double elimination.
5. Contestants will be assisted in mounting the floating log and will begin birling when both are balanced. Balancing objects may not be used. No bodily contact between contestants is permitted. An eighteen (18") inch line will be placed at the center of buoyancy on the log. Contestants will not be allowed to touch this line. A clear signal should be given by each competitor to show holders that they are ready.
6. The contestant who remains on the log or is the last person in the water wins the throw (slight rewording to "in the water" of rule approved ASFC Executive Meeting March 9, 1995).
7. The contestant who wins two out of three throws wins the paired trial. If the judges are unable to determine the winner of an individual throw, the throw will be repeated.
8. The contestant is not allowed to touch the log with any part of his/her body other than the feet at any time after competition has started.
9. The log must be of uniform diameter throughout, kiln dried or the equivalent to assure floatability, and between sixteen (16) and twenty-two (22) inches in diameter. Kiln drying is considered a moisture content of approximately eighteen (18) percent. (Rule change passed in 2008 at Florida).
10. The log must be tested by the host club to insure that it is floatable and will support at least two standing 200 lb. people.
11. The log should be covered with carpet or carpeted mats, covering the entire log.
Suggestions for Judges Committee

Birling

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet). The random order will be used to draw places in the brackets (letters a-o provided in the judges packet).
3. Read the rules to the contestants. Explain the double elimination bracket to the contestants with emphasis on how placement will be determined. Settle any questions or problems now if at all possible.
4. Ask all contestants if they have any objections to the birling log or the area for birling that can be corrected.
5. Host school will provide two holders for the log to help the contestants get ready.
6. Run through the birls round by round. The Events Committee should have someone with a bull horn to call the schools up for each birl.
7. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
8. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Bowsawing: Men

1. Each member club may enter one contestant.
2. Each contestant will use his own saw. The host school shall make available to all clubs a backup saw, to be used at the discretion of the contestants, with the clock continuing to run. Replacement of the contestant's own saw with the backup saw may be made only in the event of a deformity or dysfunction of the original bow saw. An inspection of the original saw by the judges will follow the completion of the cut to determine saw deformity. If the judges rule that the original saw was not deformed the contestant will be automatically disqualified and no points will be awarded. A consensus was reached on what constitutes a deformity: "any breakage of teeth or warp of saw blade". Approved at the ASFC business meeting; March 25, 1993.
3. The use of lubricants will be left to the discretion of the contestant.
4. Cutting material shall consist of a square cant uniformly eight by eight (8" x 8") inches of a soft hardwood species. The species will be specified to each school by January 1. The cant will be firmly secured into a cradle so that it is two and one-half (2.5') feet from the bottom of the cant to the ground.
5. The contestant who saws completely through the cant in the least time shall be the winner.
6. A practice cut will be allowed on the contest cant but cannot overlap the actual cut on competition.
7. All cants should be kept green by soaking with water as soon as possible (preferably two or three days after cutting).
8. Time shall start when the teeth of the saw touch the cant.
9. Time shall end when cut portion hits the ground.
10. Contestants must wear safety chaps during the competition (Added by SFASU, 3-10-05, as result of approval of revised constitution with its risk management plan).
Suggestions for Judges Committee

Bowsawing: Men

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible.
4. Ask all contestants if they have any objections to the cant stand that can be corrected or if they object to any other contestant's equipment. You may allow students to assist in keeping the cant holder from rocking. For their safety, all students must remain entirely behind the front-most metal framing of the cant holder.
5. Please emphasize to the contestants that our goal is to have everyone cut on the same cant. Therefore, please try to make a practice start/cut within 1 inch of the end of the cant. This portion will then be removed with a chainsaw to prevent the bow saw from jumping into the practice start. Encourage each competitor to use his discretion but try to make the competition cut within 2-3 inches of the end of the cant.
6. Allow time for a practice cut on the cant and allow the contestant and the Events Committee to arrange the cant to his satisfaction then ask contestant if he is ready. Time starts when the teeth of the saw touch the cant.
7. Use three stop watches (3 separate individuals) to time the event. The average of the closest two is the official time. Occasionally, one watch (or its user!) will malfunction and you will have only two times; average these for the official time.
8. Check for ties for first, second and third places. Only these three places must be resolved by additional timed cuts.
9. Be sure to have the head judge sign the score sheet and indicate the time that the event ended. Allow the emcee to announce the winners of the first 3 places.
Bowsawing: Women

1. Each member club may enter one contestant.
2. Each contestant will use her own saw. The host school shall make available to all clubs a backup saw, to be used at the discretion of the contestants, with the clock continuing to run. Replacement of the contestant's own saw with the backup saw may be made only in the event of a deformity or dysfunction of the original bow saw. An inspection of the original saw by the judges will follow the completion of the cut to determine saw deformity. If the judges rule that the original saw was not deformed the contestant will be automatically disqualified and no points will be awarded. A consensus was reached on what constitutes a deformity: "any breakage of teeth or warp of saw blade". Approved at the ASFC business meeting; March 25, 1993.
3. The use of lubricants will be left to the discretion of the contestant.
4. Cutting material shall consist of a square cant uniformly eight by eight (8" x 8") inches of a soft hardwood species. The species will be specified to each school by January 1. The cant will be firmly secured into a cradle so that it is two and one-half (2.5') feet from the bottom of the cant to the ground. The angle of the set to the cant must also be specified prior to the Conclave.
5. The contestant who saws completely through the cant in the least time shall be the winner.
6. A practice cut will be allowed on the contest cant but cannot overlap the actual cut on competition.
7. All cants should be kept green by soaking with water as soon as possible (preferably two or three days after cutting).
8. Time shall start when the teeth of the saw touch the cant.
9. Time shall end when cut portion hits the ground.
10. Contestants must wear safety chaps during the competition (Added by SFASU, 3-10-05, as result of approval of revised constitution with its risk management plan).
Suggestions for Judges Committee

Bowsawing: Women

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible. Ask all contestants if they have any objections to the cant stand that can be corrected or if they object to any other contestant's equipment. You may allow students to assist in keeping the cant holder from rocking. For their safety, all students must remain entirely behind the front-most metal framing of the cant holder.
4. Please emphasize to the contestants that our goal is to have everyone cut on the same cant. Therefore, please try to make a practice start/cut within 1 inch of the end of the cant. This portion will then be removed with a chainsaw to prevent the bow saw from jumping into the practice start. Encourage each competitor to use her discretion but try to make the competition cut within 2-3 inches of the end of the cant.
5. Allow time for a practice cut on the cant and allow the contestant and the Events Committee to arrange the cant to his satisfaction then ask contestant if she is ready. Time starts when the teeth of the saw touch the cant.
6. Use three stop watches (3 separate individuals) to time the event. The average of the closest two is the official time. Occasionally, one watch (or its user!) will malfunction and you will have only two times; average these for the official time.
7. Check for ties for first, second and third places. Only these three places must be resolved by additional timed cuts.
8. Be sure to have the head judge sign the score sheet and indicate the time that the event ended. Allow the emcee to announce the winners of the first 3 places.
Chain Throwing

1. Each member club may enter one pair of contestants who will work together.
2. Each team will be responsible for providing their own chain (a 100 ft. metal tape).
3. The chain shall be a 100 foot metal tape, without trailer, with a leather thong at least four (4”) inches long attached to each end (100’ tape approved by vote at ASFC executive meeting March 17, 2007).
4. The chaining course must be laid out between two fifty (50’) foot lines, one hundred-ten (110’) feet apart. Any part of the chain or contestants crossing any line of this rectangle will result in disqualification.
5. The chaining course will consist of two chaining pins set at a distance of ninety-nine (99’) feet apart. The starting point will be a chaining pin placed five (5’) feet from the center of an end line.
6. The head judge will examine the tied chain at the start and finish of each try to be sure that the chain is thrown and tied correctly. The judge will drop the tied chain from waist height on the spot designated by the contestants. Time begins whenever either contestant first touches the chain on the ground.
7. A stake, one and one half by one and one half (1-1/2” x 1-1/2”) inches and three (3’) feet above the ground, shall be located three (3’) feet inside the end line furthest from the starting point.
8. The chain must be completely laid out by the head chainman, and either or both chainmen must remove all kinks from the chain.
9. Simultaneously with the rear chainman touching the starting pin, the head chainman must stretch the chain and clearly touch the chaining pin ninety-nine (99’) feet away.
10. The chain is then taken up by the head chainman (with assistance from rear chainman, if desired), thrown, tied, and dropped from the height of three (3’) feet above the ground over the stake. Time ends when the chain hits the ground.
11. To be correctly tied, both thongs must be wrapped at least twice and secured in any fashion so it will remain secure after the chain is dropped over the finishing stake. Failure to achieve this will result in disqualification.
12. A 20-second penalty will be assessed if: [1] only one loop is greater than 6 but less than 12 inches off center, or [2] one (1) loop does not lie flat on the others or is upside down. To AVOID disqualification: [1] all loops must be placed on top of each other in numerical sequence (this is an all or none rule); [2] all loops but one (1) must lie flat on each other or not be upside down; [3] no loop can be greater than 12 inches off center; or [4] do not have the combination of one loop not flat and one loop more than 6 but less than 12 inches off center.
Suggestions for Judges Committee

Chain Throw

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet) Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible.
4. In order to comply with the rules, both ends of the chain must be touched to the pins at the same time. One judge can be stationed at each pin. Raise a hand in the air when the chain is touching the pin. When both judges’ hands are raised some signal needs to be given to the contestants indicating that this requirement has been satisfied. Yell "go", blow a whistle, or something. Whatever is decided needs to be told to the contestants.
5. Ask all contestants if they have any objections to the course that can be corrected or if they object to any other contestant's chain.
6. Inspect the chain before the contest begins and drop it from the waist where the contestants indicate. Time starts when the chain is touched. Emphasize to the contestants that the chain must be dropped over the ending stake, not lowered down to the stake.
7. Check for ties for first, second and third places. Only these three places must be resolved by additional timed runs.
8. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
9. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
10. Chain Throw interpretation for 100 ft. tape:
   a. When taking up the tape, all loops must be placed flat on top of each other in sequence in 5 ft. lengths (or larger multiples like 10 ft. if doing bigger loops). That is, the loop sequence must read 0, 5, 10, 15, 20, 25 etc. or 100, 95, 90, 85 etc. To make sure this happens the tape MUST be taken up quickly but carefully to keep them in order and flat and then tied tightly when finished so that the number sequence is not disrupted when it is twisted and then placed over the stake to stop the time. The head judge must pick up the tape to check for penalties. If this process causes the tape to lose its required integrity, the tape was not tied properly and the team may accumulate a deviation. Experienced throwers will "paint" the 5-ft loops to make them easy to see and lineup, will have good leather ties, and will tie the tape tight.
   b. Having a loop out of place means that it can be more than 6 inches but less than 12 inches away from the center line of all 20 lined-up loops as they are stacked on top of each other. If a loop is too far out of place one loop will be longer and the next will be shorter, making it more difficult to twist the tape into the double loop so it can be set over the end stake to stop the time.
   c. A twisted loop is one that does NOT lie flat on the others, or is upside down. Actually, an upside down loop is likely a fatal error since it will be almost impossible to twist the tape into the final form for stopping the time.
Crosscut Sawing: Men

1. Each member club may enter one pair of contestants, two males, who will work together.
2. Each team must provide their own two-person cross-cut saw.
3. The use of lubricants will be left to the discretion of the contestants. The lubrication may not be applied over the cant or once the cut has been started.
4. Cutting material shall consist of a squared cant uniformly ten by ten (10" x 10") inches of a soft hardwood species. The species shall be specified to each school by January 1. The cant will be firmly secured into a cradle twenty (20") inches from the bottom of the cant to the ground.
5. The team which saws completely through the cant in the least time shall be declared the winner. Time shall start when the saw first moves, after it has been held motionless on or above the wood, and after the competitors have signaled they are ready to the judges. (For safety reasons, the chip start was eliminated by a majority vote of advisors December 12, 2006). Time shall end when the cut portion strikes the ground.
6. In the event of damage to the saw, the time is continued while changes or repairs are made to the saw.
7. Practice cants should be of the same species and condition as the contest cants.
8. All cants should be kept green by soaking with water as soon as possible (preferably two or three days after cutting).
9. One practice start or cut shall be allowed on the competition cant immediately before competition.
10. Contestants must wear safety chaps during the competition (Added by SFASU, 3-10-05, as result of approval of revised constitution with its risk management plan).
Suggestions for Judges Committee

Crosscut Sawing: Men

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible.
4. Ask all contestants if they have any objections to the cant that can be corrected or if they object to any other contestant's equipment. Discuss starting techniques and emphasize elimination of chip start: some will rest the saw blade on the cant, others will place the hand holder against the side of the cant, and others will take a running start. All of these methods are allowed. It is also permissible for someone other than the two contestants from a school to pour/spray lubricant on the saw as long as the saw is not held over the cant.
5. If the contestants request and you concur, you may ask for students to sit on the cant to help hold it secure. It is essential that these students stay behind the framework that secures the cant to the holder.
6. Please emphasize to the contestants that our goal is to have everyone cut on the same cant. Therefore, please try to make a practice start/cut within 1 inch of the end of the cant. This portion will then be removed with a chainsaw to prevent the cross-cut saw from jumping into the practice start. Encourage each team to use their discretion but try to make the competition cut within 2-3 inches of the end of the cant.
7. Use three stop watches (3 separate individuals) to time the event. The average of the closest two is the official time. Occasionally, one watch (or its user!) will malfunction and you will have only two times; average these for the official time.
8. Allow time for a practice cut on the cant and allow the contestants and the Events Committee to arrange the cant to their satisfaction then ask contestants if they are ready. Time starts when the blade of the saw touches the cant. Time ends when the cut portion strikes the ground.
9. Check for ties in first, second and third places. Only these three places must be resolved by additional cuts.
10. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
11. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Crosscut Sawing: Jack & Jill

1. Each member club may enter one pair of contestants, one male and one female, who will work together.
2. Each team must provide their own two-person cross-cut saw.
3. The use of lubricants will be left to the discretion of the contestants. The lubrication may not be applied over the cant or once the cut has been started.
4. Cutting material shall consist of a squared cant uniformly ten by ten (10” x 10”) inches of a soft hardwood species. The species shall be specified to each school by January 1. The cant will be firmly secured into a cradle twenty (20”) inches from the bottom of the cant to the ground.
5. The team which saws completely through the cant in the least time shall be declared the winner. Time shall start when the saw first moves, after it has been held motionless on or above the wood, and after the competitors have signaled they are ready to the judges. (For safety reasons, the chip start was eliminated by a majority vote of advisors December 12, 2006). Time shall end when the cut portion strikes the ground.
6. In the event of damage to the saw, the time is continued while changes or repairs are made to the saw.
7. Practice cants should be of the same species and condition as the contest cants.
8. All cants should be kept green by soaking with water as soon as possible (preferably two or three days after cutting).
9. One practice start or cut shall be allowed on the competition cant immediately before competition.
10. Contestants must wear safety chaps during the competition (Added by SFASU, 3-10-05, as result of approval of revised constitution with its risk management plan).
Suggestions for Judges Committee

Crosscut Sawing: Jack & Jill

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible.
4. Ask all contestants if they have any objections to the cant that can be corrected or if they object to any other contestant's equipment. Discuss starting techniques and emphasize elimination of chip start: some will rest the saw blade on the cant, others will place the hand holder against the side of the cant and others will take a running start. All of these methods are allowed. It is also permissible for someone other than the two contestants from a school to pour/spray lubricant on the saw as long as the saw is not held over the cant.
5. If the contestants request and you concur, you may ask for students to sit on the cant to help hold it secure. Students must stay behind the framework that secures the cant.
6. Please emphasize to the contestants that our goal is to have everyone cut on the same cant. Therefore, please try to make a practice start/cut within 1 inch of the end of the cant. This portion will then be removed with a chainsaw to prevent the cross-cut saw from jumping into the practice start. Encourage each team to use their discretion but try to make the competition cut within 2-3 inches of the end of the cant.
7. Use three stop watches (3 separate individuals) to time the event. The average of the closest two is the official time. Occasionally, one watch (or its user!) will malfunction and you will have only two times; average these for the official time.
8. Allow time for a practice start on the cant and allow the contestants and the Events Committee to arrange the cant to their satisfaction then ask contestants if they are ready. Time starts when the blade of the saw touches the cant. Time ends when the cut portion strikes the ground.
9. Check for ties in first, second and third places. Only these three places must be resolved by additional cuts.
10. Be sure to have the head judge sign the score sheet and indicate the time that the event ended. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Crosscut Sawing: Women

1. Each member club may enter one pair of contestants, two females, who will work together.
2. Teams with only one eligible female competitor can avoid scoring zero points by adding an ineligible female from their school, or another competing school. A 2-female team of this makeup will receive last place points, regardless of the time. This rule was adopted by a vote at the ASFC executive meeting March 17, 2007.
3. Each team must provide their own two-person cross-cut saw.
4. The use of lubricants will be left to the discretion of the contestants. The lubrication may not be applied over the cant or once the cut has been started.
5. Cutting material shall consist of a squared cant uniformly ten by ten (10” x 10”) inches of a soft hardwood species. The species shall be specified to each school by January 1. The cant will be firmly secured into a cradle twenty (20”) inches from the bottom of the cant to the ground.
6. The team which saws completely through the cant in the least time shall be declared the winner. Time shall start when the saw first moves, after it has been held motionless on or above the wood, and after the competitors have signaled they are ready to the judges. (For safety reasons, the chip start was eliminated by a majority vote of advisors December 12, 2006). Time shall end when the cut portion strikes the ground.
7. In the event of damage to the saw, the time is continued while changes or repairs are made to the saw.
8. Practice cants should be of the same species and condition as the contest cants.
9. All cants should be kept green by soaking with water as soon as possible (preferably two or three days after cutting).
10. One practice start or cut shall be allowed on the competition cant immediately before competition.
11. Contestants must wear safety chaps during the competition (Added by SFASU, 3-10-05, as result of approval of revised constitution with its risk management plan).
Suggestions for Judges Committee

Crosscut Sawing: Women

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).

2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.

3. Read the rules to the contestants. Settle any questions or problems now if at all possible.

4. Ask all contestants if they have any objections to the cant that can be corrected or if they object to any other contestant's equipment. Discuss starting techniques and emphasize elimination of chip start: some will rest the saw blade on the cant, others will place the hand holder against the side of the cant and others will take a running start. All of these methods are allowed. It is also permissible for someone other than the two contestants from a school to pour/spray lubricant on the saw as long as the saw is not held over the cant.

5. If the contestants request and you concur, you may ask for students to sit on the cant to help hold it secure. Students must stay behind the framework that secures the cant.

6. Please emphasize to the contestants that our goal is to have everyone cut on the same cant. Therefore, please try to make a practice start/cut within 1 inch of the end of the cant. This portion will then be removed with a chainsaw to prevent the cross-cut saw from jumping into the practice start. Encourage each team to use their discretion but try to make the competition cut within 2-3 inches of the end of the cant.

7. Use three stop watches (3 separate individuals) to time the event. The average of the closest two is the official time. Occasionally, one watch (or its user!) will malfunction and you will have only two times; average these for the official time.

8. Allow time for a practice start on the cant and allow the contestants and the Events Committee to arrange the cant to their satisfaction then ask contestants if they are ready. Time starts when the blade of the saw touches the cant. Time ends when the cut portion strikes the ground.

9. Check for ties in first, second and third places. Only these three places must be resolved by additional cuts.

10. Be sure to have the head judge sign the score sheet and indicate the time that the event ended. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Knife Throwing

1. Each club may enter one contestant.
2. Each contestant will use his/her own knife.
3. All knives must not be homemade and must have a non-folding blade. Knives may be manufactured specifically for throwing. The minimum overall length will be six (6”) inches. Knives do not require a finger guard and may have two cutting edges on the same blade. All knives are required to have some type of handle and may not be sharpened on both ends. Amended March 2015.
4. The target shall be the same as required for Axe Throwing: The target shall be the end of a log or its equivalent, at least twenty (20”) inches in diameter, and have a bullseye three (3”) inches in diameter inscribed upon it. Two additional rings of nine (9”) and eighteen (18") inches in diameter respectively shall also be inscribed upon the target. The center of the target shall be from three and one-half (3- 1/2") to four (4') feet above the ground and the face shall be plumb. Amended March 21, 1996.
5. Contestants will be allowed three practice throws prior to the five count throws.
6. Each throw will be made from between two lines on the ground which shall be five (5) and ten (10) yards from the target, respectively. No point count will be given for any throw in which the contestant steps over the line before the knife strikes the target. Amended March 21, 1996.
7. Point value shall be: three (3) points for the inner circle, two (2) points for the middle annulus, and one (1) point for the outer annulus. Hits on the line shall count the higher point value. Highest cumulative point score wins.
8. In case of a tie for first, second or third places, additional sets of five throws will be allowed until the tie is broken. The losing contestant in the tie-breaker will automatically gain the next lower position.
9. The target will be placed so that the sun is at the contestant's back if possible.
Suggestions for Judges Committee

Knife Throwing

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible.
4. Ask all contestants if they have any objections to the target that can be corrected. Have each contestant hold his/her knife out in full view. Ask if there are objections to any contestant's knife.
5. Make calls of points on the practice throws and keep a tally of the number of practice throws taken but do not record scores of practice throws on the score sheet. Record only the five contest throws taken for competition on the score sheet.
6. In the case of a tie for first, second, or third place a runoff for these places is required. Have the contestants involved take an additional five throws each until the place is determined. Up to three practice throws will be allowed prior to their runoff throws.
7. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
8. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Log Chopping

1. Each member club may enter one contestant.
2. Cutting material should be a ten (10") inch square cant of a soft hardwood species. The cant will be secured at least four (4") inches from the ground. The species to be used will be left to the discretion of the host club. The host club will inform the other clubs by January 1 as to the species to be used. In turn, the member clubs will notify the host of their acceptance of the designated species.
3. Each contestant must furnish his/her own axe. The axe used may be either single or double bitted with up to a 7.5-pound head and any length handle.
4. Timing will start on a signal from the judges and will stop when contestant signals the completion of the cut by throwing his/her arm up. Unless the cant is completely severed at this time, the contestant will be disqualified. A practice cut may be allowed on the competition cant as long as the cut does not extend into the competition cut.
5. In case the axe breaks during the running of the contest, time will not stop while the axe is replaced.
6. Fastest time for the complete cut determines the winner.
7. There will be as many extra cants as possible.
8. A five (5) second penalty will be assessed for each chop made ahead of the starting time, other than the practice cut.
9. All contestants shall be required to wear safety-type shoes or foot and shin guards.
10. Each contestant will have a separate cant which is approximately sixty (60") inches long. The cut may be made at any point as long as the entire cut does not extend into the end of the cant. The cant cannot be moved from the general location it is set in by the host club. The competitor may place the cant in any position, at that location, that he/she desires.
11. A time limit of five (5) minutes shall be set on log chopping to reduce the danger of a competitor injuring himself/herself due to exhaustion. (Added by SFA 3-10-05 as a clarification: those contestants who are stopped by the judges at 5 minutes are not disqualified; they all tie for the last place not won by a contestant who completely severed the cant.)
12. The contestant may not in any way influence the severing of the cant with anything but the axe.
Suggestions for Judges Committee

Log Chopping

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet); Read the rules to the contestants. Settle any questions or problems now if at all possible.
3. Emphasize Rule 4 regarding completion of the cut. Also emphasize Rule 11 regarding the 5-minute time limit. Contestants who are stopped by the judges after 5 minutes are not disqualified; see modification to rules by SFA.
4. Ask all contestants if they have any objections to the arrangements that can be corrected. Make adjustments if necessary. Ask if there are any objections to any contestant's axe. Make sure each contestant has the required safety gear. You may need to carefully inspect boots.
5. You will need two (preferably three) judges to time each contestant so it is suggested that the contest be run in two or three heats.
6. It is traditional to allow about ten (10) minutes for the contestants to prepare his/her cant. The contestant has in the past been allowed help to set up his/her cant. It is also traditional to give a practice start count on the bullhorn before the actual start. This is a dangerous event so take your time.
7. In the case of a tie for first, second, or third place a runoff for these places is required. Only these three places must be resolved by additional chops.
8. Spectators must be kept well away from the chopping area, especially from the areas directly in front or behind choppers.
9. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
10. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Log Rolling

1. Each member club may enter one pair of contestants who will work together.
2. The log will be twelve (12') feet long and sixteen (16") to eighteen (18") inches in diameter at the butt end.
3. The log must be rolled from the starting line and kept between two parallel boundary lines sixteen (16') feet apart and sixty (60') feet long, to the end of the course, through the end stakes and immediately back to and over the starting line. At five (5') foot intervals along the boundary lines will be pine stakes firmly driven into the ground. These stakes shall be one inch by one-quarter inch (1" x 1/4") and shall be driven with the long axis perpendicular to the log rolling course. Stake height must provide a minimum of eighteen (18") inches above the ground.
4. For each stake broken or knocked over during the running time, a five (5) second penalty will be added to the total time of the entry. An additional penalty of twenty (20) seconds will be assessed to the total time of entry for knocking down more than two stakes in succession. A five (5) second penalty or disqualification will be given if the log is lifted over a stake. A thirty (30) second penalty will be given for rolling the log over the end stakes at the finish line. Whether a stake is knocked down or not is left to the judges' decision.
5. Any broken stake will be replaced by the judges' representative after each entry has completed the event, but not during running time. It will be judges' particular responsibility to assess if the log passes over a previously broken stake and to determine the appropriate penalty.
6. The log must be moved with the aid of cant hooks, peavies or combination tools only.
7. A penalty of two (2) seconds will be given for each illegal touching of the log.
8. Winners will be determined on the basis of the least time including penalties.
9. The host club shall provide a non-competing team to roll the log through the course before the first contestants compete.
Suggestions for Judges Committee

Log Rolling

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants’ names at this time (Please print clearly).
2. Announce the order of schools (this is already on the score sheet): Changes may be made in the above order as long as all contestants agree.
3. Read the rules to the contestants. Settle any questions or problems now if at all possible. Emphasize Rule 4 and Rule 7 regarding assessment of penalties.
4. Ask all contestants if they have any objections to the course that can be corrected or if they object to any other contestant’s equipment.
5. In the case of a tie for first, second, or third place a runoff for these places is required. Only these three places must be resolved by additional timed rolls.
6. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
7. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Pole Climbing

1. Each member club may enter one contestant.
2. The pole will be of any species other than pine (preferably sweetgum or poplar) six (6") to eight (8") inches in diameter at d.b.h. (while still on the stump) and twenty (20') feet in height (after being placed in the ground). The pole will be debarked.
3. The pole will be in the center of a marked circle eight (8') feet in diameter. The contestant may begin his climb in any manner as long as he remains within the circle.
4. Pads will be placed around the pole. The competitor will be allowed to start on the ground on any side of the pole he/she chooses, with pads adjusted accordingly. As soon as the competitor clears the ground the pads will be placed immediately under them. Rule approved March 18, 2016 at the ASFC executive meeting.
5. Each contestant will be allowed two (2) attempts, not in succession, to reach the top. If the contestant elects to use his/her allowed two (2) and reaches the top on both occasions, his/her fastest time will be his/her time for the event.
6. Practice on the competition pole shall be allowed 30 minutes prior to competition. Each competitor will be allowed two (2) trial climbs.
7. Contestants may climb in boots, shoes or bare feet. Nothing may be allowed on shoes or bare feet. Prior to the pole-climbing event, the judge shall test the shoes or feet of each contestant to make sure they are not sticky.
8. An adhesive substance may be applied to the contestant’s hands to aid in climbing.
9. A contestant's time shall begin when his/her hand makes contact with the pole; his/her time shall end when his/her hands make contact with the top face of the pole. The winner will be the contestant who completes the climb in the shortest amount of time. The competitor has a three (3) minute time limit after his/her name has been announced to start the climb. Otherwise, he/she forfeits that attempt.
10. A marking device (chalk bag, etc.) will be placed at the top of each pole.
11. There shall be at least three judges.
12. The pole climbing event shall be in the afternoon.
13. The competition pole should be debarked at least one week prior to the event.
14. The host club must have a practice pole adjacent to the competition pole to allow for practice.
15. Participants must wear a helmet as voted on by faculty advisors, March 2012.
Suggestions for Judges Committee

Pole Climbing

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly). Changes may be made in the above order as long as all contestants agree.
2. Read the rules to the contestants; settle any questions or problems now if at all possible.
3. Ask all contestants if they have any objections to the pole or the course that can be corrected. Have all contestants hold their climbing shoes out in front of them. Have the three judges check them over. Have contestants check each other's shoes. Ask if any contestant has any protest or complaint about any other contestant's shoes.
4. Each contestant is allowed three minutes to begin his climb. Judges should tell the contestant when one minute remains.
5. Three judges time the event; the closest two times are averaged for the official score. Each contestant is given two climbs so the list of schools is run through twice. The fastest time of the two is the official time for that contestant.
6. Many times in past conclaves, the climber will reach for the top and miss; if the 1st, 2nd, or 3rd judges stop their watch, then a valid time is not obtained. Usually, though, at least one judge will get a valid time. Using a 4th, 5th, and 6th judge may improve the odds of getting a valid time. If additional judges are used, they should be designated the "backup" or alternative and the time they clock should only be used if needed.
7. Station 3 or more spotters around the pole to assist the contestant in the event they slip on the pole. These spotters should help adjust the crash pads prior to each climb, to ensure they are properly positioned. One spotter should be charged with placing the final crash pad beneath the climber as soon as they clear the ground.
8. In the case of a tie for first, second, or third place a runoff for these places is required. Only these three places must be resolved by additional timed climbs.
9. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
10. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Pole Felling

1. Each member club may enter one contestant.
2. The poles will be of uniform species, diameter, and height, approximately twenty (20') feet, set firmly in the ground, between six (6") and nine (9") inches in diameter at breast height within a one (1") inch diameter class.
3. Each contestant shall drive a stake provided by the judges in the ground at the full extension of the cord attached to the bottom of the pole. This cord should be 3/4 of the height of the pole (15’). This may be done either before or after time starts. Amended at the ASFC executive meeting on March 18, 2016.
4. At the signal from the judges, time will start. Time stops when any portion of the pole hits the stake or the ground.
5. Contestants may debark the pole, provided doing so does not remove a significant amount of wood from the pole. Debarking may only occur after time has started, and counts towards the contestant’s time. Amended at the ASFC executive meeting on March 18, 2016.
6. Winning places will be determined by the shortest distance between the edge of the pole closest to the stake and the stake’s edge closest to the pole. The measurement from the pole to the stake is made at a point along the pole that is fifteen (15’) feet from the base of the felled portion of the pole. The pole is to be its original line of contact with the ground.
7. In the event that more than one pole touches its stake during the original fall, the shortest time will determine the placing of the winner.
8. The entry will be disqualified if the pole falls before the contestant begins the felling cut, or in any way attempts to influence the fall of the pole with the axe or bodily contact.
9. The contestant may clean the front cut in any way. The back cut can also be cleaned in any manner other than using the hands. The contestant may not return to the front cut after the back cut is started.
10. Time limit is set at ten (10) minutes.
11. Contestants must wear foot and shin guards during the competition (Added by SFASU, 3-10-05, as result of approval of revised constitution with its risk management plan.)
Suggestions for Judges Committee

Pole Felling

1. Prior to the contest gather all contestants at least 15 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).

2. Announce the order of schools (this is already on the score sheet): (Note: the order of schools will be used to draw numbers that correspond to a pole number; the number selected is the pole for that contestant.) Changes may be made in the above order as long as all contestants agree.

3. Read the rules to the contestants. Emphasize Rule 9 regarding the use of hands to clean out the front cut but not the back cut and that contestant may not return to the front cut once he/she has started the back cut. Settle any questions or problems now if at all possible. Contestants must wear foot and shin guards for protection.

4. Ask all contestants if they have any objections to the felling course or poles that can be corrected or if they object to any other contestant's equipment.

5. The event will be run in two heats so that the contestants can be spread out and no one will interfere with another contestant. Contestants who draw odd-numbered poles will compete in the first round; even poles in 2nd round.

6. The event is timed so at least one judge will be required for each contestant.

7. Allow time for all contestants to place the stake where they want it. They are allowed to drive the stake in the ground at this time. After all contestants are ready, start all contestants in the heat together on a signal from the head judge. There is a 10-minute time limit.

8. In the case of a tie for first, second, or third place a runoff for these places is required. Only these three places must be resolved by considering the time used to fell the pole.

9. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.

10. Be sure to turn in the completed score sheet to the head scorekeeper. Allow the emcee to announce the winners of the first 3 places.
Technical Events

Compass & Pacing

1. Each member club may enter one contestant.
2. The compass course must be at least four open traverses (30-50 chains), each with at least four segments. If more than one contestant uses each traverse, they will start at ten (10) minute intervals and will be required to complete one traverse only.
3. Contestants will be allowed the use of a hand-type compass only. Declination of azimuths or bearings given contestants will be zero (0) degrees and a true north calibration point must be provided.
4. Each contestant will complete only one traverse. A traverse must be traveled by each contestant only once. The contestant may not, after beginning the course, return to the starting point.
5. The traverses are to be laid out by representatives of the judges with methods equivalent to using a transit and steel tape. Field notes will be kept and deposited with the Judges Committee before the start of the contest.
6. Each traverse will have the same number of segments, and segment lengths will be comparable (within one chain) for all traverses.
7. Winning positions will be awarded to the contestants completing the traverse with the highest relative precision ratio, computed as:

     \[
     \frac{\text{Traverse length}}{\text{Linear error (measured)}}
     \]

8. All compass and pacing traverses shall be in similar terrain and vegetation type and avoid serious obstacles that affect the magnetic function of the compass and/or the progress of the contestant.
9. Hand calculators may be used.
10. Each contestant must travel his/her entire traverse from start to finish to be credited as having completed the course.
11. Clothing aids to the contestant, such as protective clothing or chaps, shall be allowed.
Suggestions for Judges Committee

Compass & Pacing

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Read the rules to the contestants. Settle any questions or problems now if at all possible. Ask all contestants if they understand the method of scoring and clear up any objections if possible.
3. Ask all contestants if they have any objections to any other contestant's compasses.
4. Winning positions will be determined by computing the precision ratio for each contestant (Rule 7). Check for ties for first, second, and third places. Only these three places must be resolved by an additional traverse. Have the contestants involved take a second traverse other than the one they initially placed.
5. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
6. Be sure to turn in the completed score sheet to the head scorekeeper.

DO NOT ANNOUNCE NAMES OF WINNERS TO ANYONE!
DBH Estimation

1. Each member club may enter one contestant.
2. There will be a total of ten (10) trees (5 conifers and 5 hardwoods) flagged as the contest is being given, to be estimated by each contestant. Estimates will be made to the nearest one-tenth (1/10") of an inch. All estimates will be ocular.
3. The true d.b.h. measured by diameter tape of each of the ten trees will be recorded by the judges’ representative before the start of the contest.
4. The winner of the contest will be the contestant whose list of estimated diameters shall have the least total of the absolute value of individual deviations from the true diameter.
5. Contestants must remain at least ten (10’) feet from the trees being estimated at all times.
6. In case of a tie in first, second, or third place, additional trees will be given until the tie is broken. The losing contestant in the tie-breaker will automatically gain the next lower position.
7. Estimation shall be by unaided ocular vision. No use of any scaling device, including appendages (hands, thumbs, etc.) shall be allowed.
Suggestions for Judges Committee

DBH Estimation

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Read the rules to the contestants. Settle any questions or problems now if at all possible. The rule is that trees be tagged or flagged after they have been estimated, so that an ocular aid is not unintentionally provided (i.e. flagging, tree tags), and so that 4.5 feet in height is not inferred from flagging or tags.
3. Run the contest in any fashion that best suits you. You do need to find some method to keep contestants ten (10') feet from the tree being estimated. Watch to make sure nothing is used to provide assistance in making the visual estimates.
4. Check for ties in first, second, and third places. Only these three places must be resolved by runoff. To avoid having to locate tied contestants and return to the woods, have the contestants estimate dbh on three additional trees; use the first tree to separate the tie. If a tie still exists after the first tie-breaker tree, use the second tree; hopefully three tie-breakers will suffice.
5. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
6. Be sure to turn in the completed score sheet to the head scorekeeper.

DO NOT ANNOUNCE NAMES OF WINNERS TO ANYONE!
Dendrology

1. Each member club may enter one contestant.
2. A total of twenty (20) designated trees will be shown to the entire group of contestants.
3. The host club will create a reference list which will be used unless it is rejected by more than 50% of the participating clubs. No books or other reference materials may be used by contestants in the contest. Equipment permitted for the contest includes knives or other cutting implements and optical aids, including hand lenses and binoculars.
4. Correct answers are those which are submitted to the judges within three minutes correctly identifying the test trees with common name, family, genus, and specific epithet. Authors' names need not be written after the scientific name.
5. There will be one (1) point given for the correct family name, three (3) points for the correct genus name, and five (5) points for the correct specific epithet. Genus and specific epithet must be underlined. One (1) point shall be given for the correct common name. One-half credit will be given for misspelling or failure to underline. Whether or not a species is wrong or merely misspelled shall be determined by the common name given by the contestant.
6. In case of a tie for first, second, or third place after the first twenty trees, those contestants involved will be given additional trees until places are determined. The position winner must, however, correctly identify the tree which eliminates the competitor.
7. If a species name shows up on the dendrology, wildlife, or wood identification lists, they will all have the same common name.
8. Tree identification can be made in any way the contestant desires (breaking off twigs, crushing leaves, etc.) without killing the tree.
9. The List of Dendrology Species is located in the Appendix.
Suggestions for Judges Committee

Dendrology

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants’ names at this time (please print clearly)
2. Read the rules to the contestants. Settle any questions or problems now if at all possible.
3. Ask all contestants if they have any objections to the dendrology list. Make any adjustments that are necessary. When grading the tests, if a student lists the name of a species by the names given on the species list, then he/she shall receive full credit for that specimen even if the list was modified as a result of objections raised prior to the event.
4. Run the contest in any fashion that best suits you. However, grading of test slips will not be done in the field. Therefore, to avoid having to locate tied contestants and return to the woods, have the contestants identify three additional trees; use the first tree to separate the tie. If a tie still exists after the first tie-breaker tree, use the second tree; hopefully three tie-breaker trees will suffice.
5. Be careful in checking the spelling of each name given on the answer sheets. Spelling errors count 1/2 off of the credit for that portion of an answer. Also, pay attention to incorrect use of capital letters.
6. Check for ties in first, second, and third places. Only these three places must be resolved by runoff.
7. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
8. Be sure to turn in the completed score sheet to the head scorekeeper.

DO NOT ANNOUNCE NAMES OF WINNERS TO ANYONE!
Photogrammetry

1. Each member club may enter one contestant.
2. All equipment such as stereoscopes, scales, dividers, dot grids, protractors, pocket magnifiers, parallax wedges, etc. will be furnished by participants, not the host club.
3. Restriction: Stereoscopes are limited to pocket size, non-reflector, non-electric types. The overall dimensions of stereoscopes will not exceed 3" x 6" x 1" (about the size of the U.S. Army CF-8 pocket stereoscope).
4. The intent of the above restriction is to encourage initiative in developing new devices but only of the type normally useful and applicable to the rugged and remote pedestrian-type field conditions in which foresters commonly operate.
5. Photos will be procured by the Judges’ representative. The test should be made from a state outside of the ASFC member states. Modified so that judges’ representative can make exam March 18, 2016.
6. The official answer sheet should show answers with the correct one in a range, e.g., 10.5 acres +/- 1 acre, to allow for photo paper dimension changes, use of different instruments, etc. A deduction may be shown for another range somewhat less accurate, etc.
7. Suggested source of photos: Committee of Aerial Photography, University of Illinois, Urbana, Illinois 61801
8. The photogrammetry test will be at least 50% oriented towards interpretation and be a maximum of two (2) hours long.
9. No textbooks, notes or equations may be used by contestants.
10. Manufactured equipment used by contestants may not be altered in any way (i.e., no notes or equations).
11. The stations must be at least five (5') feet apart.
12. Mandatory subject material to be covered includes:
   a) Problems dealing with determining ground distance from an aerial photo
   b) Determine the scale of an aerial photograph:
      a. Formula: RF = f / (H - h)
      b. Formula: RF = Photo Distance / Ground distance
      c. (or) RF = Photo Distance / Map Distance
   c) Use a height finder parallax wedge, or parallax bar to determine the height of an object or the difference in ground elevation at 2 separate points
      a. h = (H x dP)/(P + dP) parallax formula
   d) Use a ruler on a single aerial photograph to determine the height of a tree or object by the displacement formula
      a. (h/H) = (d/r) displacement formula
   e) Determine the area on an aerial photograph using a planimeter or dot grid
   f) Include on the examination some form of conversion from English units of measurement to metric units of measurement (or vice versa).
Suggestions for Judges Committee

Photogrammetry

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Go over the rules for the contest.
3. Ensure that the venue for photogrammetry has sufficient lighting to view aerial photographs.
4. Any issues with equipment; you may have to make a decision. See Rules 3, 4, and 10.
5. Grading of test sheets will not be done while contestants are present. Therefore, to avoid having to locate tied contestants, provide the contestants with 3 to 5 additional test questions. Check for ties in first, second, and third places. Only these three places must be resolved by runoff. Use the first question to separate the tie. If a tie still exists after the first tie-breaker question, use the second one; hopefully 3 to 5 tie-breaker questions/specimens will suffice. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
6. Be sure to turn in the completed score sheet to the head scorekeeper.

DO NOT ANNOUNCE NAMES OF WINNERS TO ANYONE!
Pole Classification

1. Each member club may enter one contestant.
2. A total of ten (10) pole class trees will be designated by the judges.
3. A true classification, based on highest dollar value and as classed by American Standards Association rules will be compiled by representatives of the judges and will be deposited with the Judges Committee before the start of the contest.
4. At least four weeks prior to Conclave contestants will be furnished with a duplicate of the dollar yield table and the American Standards Association pole classification table used by the judges’ representatives to make the true classification. These tables, along with any commonly used equipment, such as tapes, bark gauges, and hyphsometers, may be used by the contestants in their estimation. A time limit of one and one-half (1-1/2) hours will be allowed.
5. Each tree will be worth ten (10) points. Four (4) points shall be given for the correct class, minus one (1) point for each class by which it was missed, (but no negative points even if missed by five classes). Four (4) points shall be given for the correct length, minus one (1) point for each five foot length in error (again, no negative points). Two (2) points shall be given for the correct price when class and length are correct. This last would entail a penalty for misreading the price table. One (1) point shall be given for reading the correct price for stated class and length, even though one may be wrong. No points shall be given for a price that does not match the class and length. A cull tree must be entered on the score sheet as "cull". If a class, length and price are given for a cull tree, the score will be zero (0) for the particular tree.
6. The host club must state how the poles were classified and used.
Suggestions for Judges Committee
Pole Classification

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Read the rules to the contestants. Go over scoring, particularly regarding the use of the dollar yield table. Settle any questions or problems now if at all possible.
3. Ask all contestants if they have any objections to the poles that can be corrected or if they object to any other contestant's equipment.
4. Grading of test sheets will not be done in the field. Therefore, to avoid having to locate tied contestants and return to the woods, have the contestants classify three additional trees. Check for ties in first, second, and third places. Only these three places must be resolved by runoff. Use the first tree to separate the tie. If a tie still exists after the first tie-breaker tree, use the second tree; hopefully three tie-breaker trees will suffice.
5. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
6. Be sure to turn in the completed score sheet to the head scorekeeper.

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Timber Estimation

1. Each member club may enter one contestant.
2. The area to be estimated will not exceed ten (10) acres and will be clearly marked.
3. Contestants will be allowed to use their choice of any equipment commonly used in timber estimation.
4. The judges' representative will make a 100% cruise of the test tract and deposit the results with the Judges Committee before the start of the contest.
5. A duplicate of the volume tables used by the judges and a map to determine the true volume must be given to each contestant at least four weeks prior to Conclave. Volume table parameters consist of height and d.b.h. Height will be left up to the host club, either merchantable or total height. When tables are sent out the host club must give height of merchantability.
6. Contestants will be allowed one and one-half (1-1/2) hours to complete their cruise and turn in their tally sheets, calculations and estimate to the judges.
7. The closest estimated volumes to the true volume determine the winning places of the contest.
8. The host club must specify cull or not cull in figuring timber volumes.
Suggestions for Judges Committee

Timber Estimation

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Read the rules to the contestants. Settle any questions or problems now if at all possible.
3. Ask all contestants if they have any objections to any other contestant's equipment.
4. Run the contest in the fashion that best suits you. Try to complete it as quickly as possible.
5. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
6. Be sure to turn in the completed score sheet to the head scorekeeper.
7. Interpretation of rule 5, the provision of a map for timber estimation:
   a. Be certain that the map provided has NO identifying information (road names, place names, County, aerial imagery etc.) that contestants from any club, especially the host club, could use to locate the property prior to the timber estimation event.
   b. The nature of the map is not specified in rule 5. It is suggested that the initial map provided to all contestants prior to Conclave contain only an outline of the timber estimation area, a title, a north arrow, a legend, a scale bar, and the acreage of the area. This map should not contain aerial imagery.
   c. Some contestants may wish to estimate the number of trees in the tract, or locate their point or plot locations, using aerial imagery. It is suggested that a more detailed map containing aerial imagery be made available to all contestants at the beginning of breakfast the day of the timber estimation event, and that timber estimation is placed in the second technical event time slot. This will allow contestants sufficient time to use the aerial imagery for these purposes without providing enough time to inspect the stand prior to the competition.

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Wildlife

1. The wildlife event will consist of three parts: Identification of bird and mammal species (50%), aging and sexing of selected birds and animal species (25%) and identification of food plants (25%). Scientific names for wildlife food plants must be correctly spelled, capitalized, and underlined.
2. Each competing member club shall enter two (2) contestants.
3. Each team will have two (2) minutes to jointly identify each specimen or give other requested information such as sex or age.
4. All specimens used in the contest will come from the enclosed lists. Mammal specimens may consist of skulls, study skins, or entire specimens. Plant specimens may consist of fresh material, herbarium sheets, Riker mounts, or high quality photographs.
5. Common names only will be required for mammal and bird specimens, while common and scientific names will be required for plant specimens. Common names found in the book used as the standard for the event shall be used.
6. Contestants may be required to sex white-tailed deer by pelvic girdle and assign age at exact 6-month age classes (1, 1.5, 2, 2.5 years) up to and including age 2.5 and at whole year intervals (3.5, 4.5, etc. years) thereafter by jaw examination. Amended March 21, 1996. Contestants may be required to sex bird species in the list designated by descriptive wording, also from wing examination. In the case of the mourning dove, only age will be required.
7. Contestants may also be required to give the wildlife species primarily utilizing the food plants as designated in appended list.
8. In case of a tie, the contest will continue between tying teams until one is eliminated.
10. Each contestant will be allowed to use a 10X hand lens in the wildlife exam and nothing else.
11. The stations must be at least five (5') feet apart.
12. If a species name shows up on the dendrology, wildlife, or wood identification lists, they will all have the same common name.
13. The Species List for the Wildlife Event is located in the Appendix.
Suggestions for Judges Committee

Wildlife

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Read the rules to the contestants. Settle any questions or problems now if at all possible.
3. Ask all contestants if they have any objections to the wildlife list.
4. Run the contest in the fashion that best suits you. Try to complete it as quickly as possible.
5. Grading of test sheets will not be done while contestants are present. Therefore, to avoid having to locate tied contestants, provide the contestants with 3 to 5 additional test questions/specimens. Check for ties in first, second, and third places. Only these three places must be resolved by runoff. Use the first question/specimen to separate the tie. If a tie still exists after the first tie-breaker question/specimen, use the second one; hopefully 3 to 5 tie-breaker questions/specimens will suffice.
6. Be careful in checking the spelling of each name given on the answer sheets. Spelling errors on scientific names count 1/2 off of the credit for that portion of the answer.
7. Be sure to have the head judge sign the score sheet and indicate the time that the event ended.
8. Be sure to turn in the completed score sheet to the head scorekeeper.

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Wood Technology

1. Each member club may enter one contestant.
2. A total of twenty (20) fresh pieces of wood will be given to the contestants for correct identification. A total of forty (40) minutes (2 minutes per wood specimen) will be allowed for this identification, proper recording, and submission to the judges. The specimen will then be passed to the next contestant.
3. Only those woods given in "Key to Coniferous Woods - Gross Features" and "Key to Hardwoods - Gross Features" in Volume I (fourth edition) of the Textbook of Wood Technology by Panshin and de Zeeuw may be used as test material. In the event that the key does not differentiate between two or more species on this basis, the judges will advise the contestants as to which name to use. Scientific names (genus and specific epithet) and common names will be required for answers. The use of a key during the contest is prohibited. Each school shall be sent a list of tree species from which the test will be given by January 1.
4. There will be one (1) point for the correct genus and two (2) points for the correct specific epithet. Genus and specific epithet must be underlined. One (1) point shall be given for the correct common name. One-half credit will be given for misspelling or failure to underline. Whether or not a species name is wrong or merely misspelled shall be determined by the common name given by the contestant.
5. Contestants will be allowed the use of a 10 to 20 power hand lens. The host club will ensure that adequate light is available for wood identification.
6. Only clean, fresh wood samples (no paint, varnish, shellac, etc.) will be used and the contestant will be allowed to cut the wood.
7. In case of a tie for first, second, or third place, additional test woods will be given until a runoff winner has been decided.
8. True identification shall consist of identification made by the judges’ representatives. This true identification must be in the hands of the Judges Committee before the contest.
9. The stations must be at least five (5') feet apart.
10. If a species name shows up on the dendrology, wildlife, or wood identification lists, they will all have the same common name.
Suggestions for Judges Committee

Wood Technology

1. Prior to the contest gather all contestants at least 30 minutes before the event is scheduled to start; record the contestants' names at this time (Please print clearly).
2. Read the rules to the contestants. Emphasize the scoring procedure for each specimen as explained in Rule 4. Settle any questions or problems now if at all possible.
3. Ask all contestants if they have any objections to the wood identification list.
4. Run the contest in the fashion that best suits you. Try to complete it as quickly as possible.
5. Grading of test sheets will not be done while contestants are present. Therefore, to avoid having to locate tied contestants, provide the contestants with 3 to 5 additional test specimens. Check for ties in first, second, and third places. Only these three places must be resolved by runoff. Use the first specimen to separate the tie. If a tie still exists after the first tie-breaker specimen, use the second one; hopefully 3 to 5 tie-breaker specimens will suffice.
6. Be sure to have the head judge sign the scoresheet and indicate the time that the event ended.
7. Be sure to turn in the completed score sheet to the head scorekeeper.

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