NON-POINT EVENT: TIRE FLIP

1. Each club may enter a four person team.
2. The team must work together to flip the provided skidder or tractor tire end over end.
3. Rolling the tire will result in disqualification.
4. As soon as the team begins lifting the tire, time is started.
5. The team that flips the tire the greatest number of times in one (1) minute or less wins.

NON-POINT EVENT: TUG-OF-WAR

1. Each club may enter a ten (10) person team. If a club has fewer than ten (10) members, then volunteers from other clubs will be allowed to participate with them.
2. Teams will start pulling on a signal by the judge.
3. The first team to pull the marked center of the rope across their starting line wins.
4. Fouls will disqualify teams. Fouls include: any body part besides feet touching the ground without immediately returning to a standing position, climbing the rope hand-over-hand, repeatedly sitting and making a rowing motion, pulling in a sideways direction, or pulling before the start signal.
5. A single-elimination tournament bracket will be used, with seeding determined prior to Conclave by the host club using a random number generator.

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60th ASFC Conclave Tug-of-War Bracket

Seeding Randomly Generated
NON-POINT EVENT: CABER TOSS

1. Each club may enter one man and one woman contestant.
2. Men will be provided with a 9 foot long caber, and women with a 6 foot long caber.
3. The entire contest will occur within a marked 100 foot by 100 foot area. If any part of the contestant or the caber leaves this area during the toss, then the contestant is disqualified.
4. Volunteers from the host club and other clubs will place the caber upright for each contestant with the heavy end up.
5. As soon as the contestant receives and dead-lifts the caber and the volunteers stand clear, the contestant may make their attempt.
6. If the contestant allows the caber to fall before lifting it off the ground, this counts as their attempt. If the contestant drops the light end of the caber back to the ground after picking it up, this also counts as their attempt.
7. The contestant may make a run of any length desired (although see rule 3), and may toss the caber from where they choose (although see rule 3).
8. The caber must make a full vertical rotation, landing with the light end (the end they were holding) away from the contestant in the line of their run. If the caber does not make a full vertical rotation as determined by the judges, the contestant is disqualified. If the caber lands more than 90 horizontal degrees from the direction of the run, the contestant is disqualified.
9. After the toss, the judges will place the caber back in the position where it landed prior to measurements.
10. The toss distance is measured from the point where the caber was tossed (as marked by one judge with a pin flag) to the centerpoint of the light end of the caber.
11. The furthest toss distance wins.

NON-POINT EVENT: KETTLE BOIL

1. Each club may enter one contestant.
2. The contestant may provide their own hatchet and strike-anywhere matches. This equipment will also be available from the host club.
3. Hatchets must have a handle < 16 inches and a bit < 2 lbs. Strike-anywhere matches must be store-bought and unmodified.
4. All contestants are responsible for providing their own PPE and working at a safe pace during this event. Use caution when working with your hatchet!
5. The host club will provide tin cups filled with water, and pieces of kiln-dried firewood, which will be randomly assigned to contestants.
6. At an official start signal, contestants will use only the equipment and materials listed in these rules to build a small fire from the provided firewood.
7. Once the water in the tin cup boils, contestants must raise their hand. At this point time will be recorded by the judges, and the judges will examine the cup to ensure the water is actually boiling (as defined by a rolling boil, not just a simmer or formation of bubbles on the bottom of the cup). If the water is not boiling, the contestant is disqualified.
8. The first contestant to boil the water in their cup wins.