

General rules

Czech Lumberjack

Currentness of the rules

- The current version of the rules is always published at:
<https://www.czechlumberjack.com/en/rules/>
- In case of changes or additions to the rules, the changes are marked in yellow

These rules apply at events:

- All Czech Lumberjack races.
- All events related to Czech Lumberjack.
- All exhibitions and demonstrations of Czech Lumberjack.

Definition

- Organizer - are the people who take care of Czech Lumberjack.
- Competitor/Athlete – a competitor is anyone who is entered in at least one of disciplines at the event.
- Helper - A helper is anyone who helps a competitor during a race.
- Duration of the competition – the duration of the competition begins with the start of the of the competitors meeting and ends with ceremony of the given day
- The competition also includes wood preparation

Knowledge and enforcement of rules

- It is the responsibility of every competitor to know the rules in all points.
- Ignorance of the rules is no excuse.
- At the Czech Lumberjack, these rules also apply to all non-athletes.

Gender

- The organizer recognizes both male and female genders.

Categories

- There are the following 3 categories
 - Men's Division
 - Women's Division
 - Novice Division
- Men's and Women's divisions are divided by gender
- The Novice Division includes all competitors whose handicap in a given discipline is less than or equal to 11

Responsibility

- Disciplines in Czech Lumberjack are very demanding. Therefore, the competitor is obliged to start the competition in good health condition.
- The competitor is aware of all risks (including death) associated with racing in Czech Lumberjack.
- It is forbidden to enter the race under the influence of addictive substances.
- The competitor is responsible for the safety of himself and surroundings.
- If a competitor is injured or injures another person(s) in his/her vicinity (including death), he/she assumes all responsibility.
- If the referee determines that a competitor is beyond his/her capabilities, the referee is authorized to interrupt the competitor in the discipline. Upon this instruction, the competitor must immediately stop his/her performance in the discipline. The referee may warn the competitor verbally or by throwing a red scarf in front of the competitor so that the rest of the heat is not disrupted.
- Competitor must wear safety protection for the discipline. That means ears and eyes protection, chainmail leg/foot protection, safety pants etc.

Applications and fees

- Competitors enter the disciplines at their own will.
- Each Czech Lumberjack race has a different combination of disciplines.
- If the competition format allows, a competitor may enter 1 to X disciplines, where X equals the maximum number of disciplines in the given category.
- A competitor is not entered into the race until he has paid the entry fee and received a confirmation email.
- When the fees are credited to the bank account the competitor will receive a confirmation email to know that fees are paid.
- Entry fees are not refundable under any circumstances.
- The organizer is entitled to modify the competitor's entry for capacity reasons. If this happens, the competitor will be informed and the fee will be deducted from him for the discipline he missed.
- If there is a vacancy to register for a discipline just before the race, the organizer may offer it and competitors can register in exchange for a cash fee.
- Fees are not transferable to another person.
- At least one permanent, experienced competitor must be guaranteed for a newcomer to the Czech Lumberjack series

Clothing

- The competitor must wear long white trousers for the duration of the race.
- Helpers must wear long white trousers.
- The competitor must wear long white trousers for the ceremony.
- The competitor must wear the Czech Lumberjack T-shirt during the race and at the results announcement.
- Chainmail protection must be worn **under** pants.

- Competitors or helpers must not wear clothing from competing organizations or logging sports events for the duration of the event or any part thereof.
- The final decision on the status of the competition will be made by the organizer.

Logos of sponsors

- The maximum size of the personal logo on the pants is 20cm x 7cm.
- The print on the competitor's clothing during the race must not be inappropriate, offensive or vulgar.
- Putting your logo on the race shirt is not allowed.

Novice disciplines

- Competitors register for the Novice disciplines. If the capacity of the discipline is full-filled, priority is given to those who applied first.
- If a competitor is not written in the discipline he will be informed via confirmation email and his fee will be refunded.
- Less experienced competitors are selected for the Novice category. Competitors are selected by the organizer.
- After winning the Novice category in a given discipline, you lose Novice status.
- You can go back to the Novice category if the organizer decides to do so.
- Competitor starts at count of 3.

Handicap disciplines

- Competitors register for the Handicap disciplines. If the capacity of the discipline is full-filled, priority is given to those who applied first.
- If a competitor is not written in the discipline he will be informed via confirmation email and his fee will be refunded.
- Each competitor will be given a number according to their performance.
- Competitor starts at his number (mark/handicap).
- Handicaps are determined by experienced organizers based on their experience and information about the competitor.
- Handicap that is ready is marked in green.
- The organizer is obliged to update the handicaps immediately after the competition day.
- In team disciplines, the handicap of each competitor in the discipline he performed is affected after placement.
- To change the handicap, the competitor must participate in the given discipline.
- Only handicap disciplines are counted in the changes.
- There are three possible ways to change the handicap:
 - If a competitor finishes on the podium in the final heat, the change is as follows:

1st place =	+ 3 seconds
2nd place =	+ 2 seconds
3rd place =	+ 1 second

- If a competitor does not finish on the podium in a given discipline, one X is added to the score. A competitor who has collected X two times in a given discipline will have his handicap reduced by 1 second.
- The organizer has the right to change the handicap within the framework of fair play.

Championship disciplines

- Competitors register for the Championship disciplines and the organiser selects a designated number of competitors to take part in the discipline. In this selection, the performance and handicaps of each competitor are taken into account.
- If a competitor is not written in the discipline his fee will not be refunded.
- Registration and possible non-participation in the given discipline is a fact with which the competitor is fully aware.
- Competitor starts at count of 3.

Hardhitting disciplines

- Competitors register for the Hardhitting disciplines and the organiser selects a designated number of competitors to take part in the discipline. In this selection, the performance and handicaps of each competitor are taken into account.
- If a competitor is not written in the discipline his fee will not be refunded.
- The number of selected competitors will always be indicated on the application form for the given race.
- Registration and possible non-participation in the given discipline is a fact with which the competitor is fully aware.
- The competitor is instructed and may begin his attempt. Time starts running on the first hit to the block.

Title disciplines

- Two variants of the titles *Czech title*, *European title* are allowed.
- Anyone can participate in the Czech and European title disciplines regardless of nationality.
- Competitors register for the Title disciplines and the organiser selects a designated number of competitors to take part in the discipline. In this selection, the performance and handicaps of each competitor are taken into account.
- If a competitor is not written in the discipline his fee will not be refunded.
- Registration and possible non-participation in the given discipline is a fact with which the competitor is fully aware.
- Competitor starts at count of 3.

Starting

- A sample start for each event might be played before the start of the race.
- If a competitor starts before his start command, he is disqualified.

- The competitor starts at count of 3 unless otherwise stated or it is not a Handicap discipline.

Equipment

- The competitor is responsible for his own equipment.
- When the axe is not in use, it must be in a sheath or axe box.
- The axe head must be held in the handle by a wedge and a pin must be used through the axe head and the handle.

Wood draw

- The numbering of the wood for the disciplines is done by the person in charge of the organizer.
- The wood must be drawn before the competition heat.
- The draw of wood for the title event shall be announced and all participants in the title event may be present. The draw of wood is public for each competitor.

Wood preparation

- The competitor is obliged to prepare his/her race blocks before the start of the race or the start of the competition heats.
- The organizer will announce before the race when the competitors will prepare their wood.
- If a wood preparation time frame is given, all competitors must adhere to it.
- The competitor is responsible for fixing the block in the stand.

Preparation for the heat

- The first whistle of the referee means maximum 1 minute until the start of the competition heat.
- After the first whistle, non-competing competitors must immediately clear the competition area.
- The second whistle of the referee means a warning that the starting command has been given.
- The second whistle may be sooner than after 1 minute according to decision of judges and how ready competitors are.
- After the competition heat, no one is allowed to manipulate the blocks or move around the competition area. Manipulation of the blocks and movement on the competition area is only possible after the heat has ended with the referee's whistle.

Slabbing

- The tolerance for possible slab is 12 mm.

- If the chip can be passed through a 12 mm diameter hole after slab competitor will not be disqualified.

Standing Block

- The block must be cut from both sides.
- Anti-breakage nails need not be used unless the organiser says otherwise before the event.

Standing Block Hardhitting

- The number of strokes is decisive. If the number of strokes is equal, the time is decisive.
- Anti-breakage nails need not be used but will be provided by the organiser.
- Under no circumstances may the competitor break the wood.
- Putting away wooden chip which is cutted from both sides is possible only with non-sharp side of the axe.
- If the competitor touch the block in the area where he wants to cut with sharp side of the axe, it may count as one hit.
- If he breaks part of the block to the end of the block, he is disqualified.
- If he breaks the uncut wood after striking with the axe, he will be credited with one strike.

Underhand Chop

- The block must be cut from both sides.
- If a competitor cuts his footholds, he will be disqualified.
- After completion, the competitor must not touch the block until it has been checked by the referee.
- Anti-breakage nails need not be used unless the organiser says otherwise before the event.

Underhand Chop Hardhitting

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- Under no circumstances may the competitor break the wood.
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- If the competitor touch the block in the area where he wants to cut with sharp side of the axe, it may count as one hit.
- If he breaks part of the block to the end of the block, he is disqualified.
- If he breaks the uncut wood after striking with the axe, he will be credited with one strike.

Springboard

- The competitor must use a specified number of boards to cut the block.

- The block attached to the stake must be cut from both sides.
- Anti-breakage nails need not be used unless the organiser says otherwise before the event.
- The competitor is responsible for securing the block and tree.

Tree Felling

- The competitor must use a specified number of boards to cut the block.
- The block attached to the tree must be cut from both sides.
- Anti-breakage nails need not be used unless the organiser says otherwise before the event.
- The competitor is responsible for securing the block and tree.
- After cutting half the block, the competitor must get down on the ground and use a new path to cut the other half of the block.

Single Buck

- The competitor must use a hand saw to cut the competition block.
- The separated disc must be complete around the circumference.
- The helper is only allowed to place the wedge during the race attempt.
- The helper must not touch the wooden disc with his hand during the race attempt.
- The competitor have to make a starting cut.
 - Block diameter 400mm = starting cut 25 cm around the perimeter
 - Block diameter 460mm = starting cut 30 cm around the perimeter

Double Buck

- Competitors must use a hand saw to cut through the competition block.
- The separated disc must be complete around the circumference.
- The helper is only allowed to place the wedge during the race attempt.
- The helper must not touch the wooden disc with his hand during the race attempt.
- Competitors have to make a starting cut.
 - Block diameter 400mm = starting cut 25 cm around the perimeter
 - Block diameter 460mm = starting cut 30 cm around the perimeter
- Discipline may vary by *Jack-Jack, Jack-Jill, Jill-Jill*

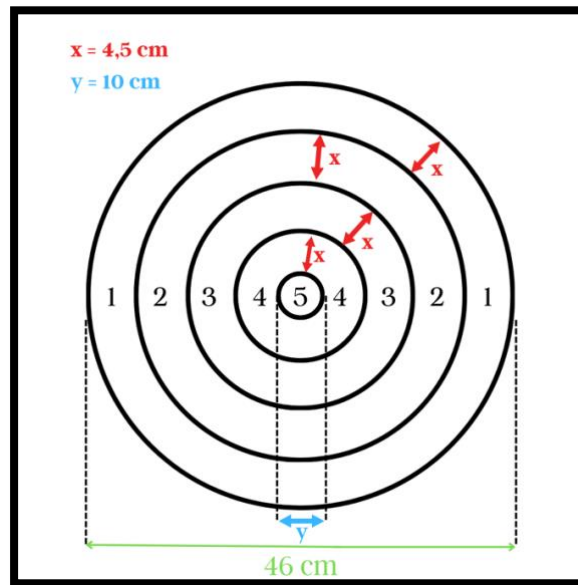
Hot Saw

- The competitor is responsible for his saw, its safety and its safe use.
- The competitor must wear proper hearing and eye protection and must wear non-cutting pants.
- Earphones with hearing aids are not allowed.

- The competitor must have his hands on the block and four fingers of each hand behind the line before the start attempt.
- The competitor must use a safety rope to secure the starting handle.
- The competitor has 1 minute to warm up the saw before the race attempt.
- The competitor has 15 cm from the end of the block for his attempt. After the attempt is completed line must remain on the block around the entire perimeter.
- Competitor in discipline Hot Saw must be male gender with minimum age of 18.
- If the Hot Saw discipline is held on multiple competition days, the competitor's best time from all his attempts is counted.
- Athlete must control the saw at least with one hand while the saw is running.

Axe throwing

- The competitor is called to the throwing line. If the competitor does not appear within 10 seconds, he will be called a second time.
- If the competitor does not appear at the throwing line within 10 seconds from the second call his score will be recorded as 0.
- The minimum length of the handle is 60.96 centimetres.
- The maximum blade width is 15.26 centimetres.
- The distance of the throwing line from the axis of the target is 609.6 centimetres.
- The height of middle of the target from ground level is 150 centimeters.
- The competitor must use a double-sided axe.
- The competitor always has the first practice throw and then three valid throws.
- The competitor does not have to use his practice attempt.
- The competitor may cross the throwing line (step on the ground) only after the axe has struck the target.
- If the handle points skyward, the throw is for 0 points.
- If both tips of the axe touch the target, the throw is for 0 points.
- If the handle touches the target, the throw is for 0 points.
- • If the axe is in the target correctly and two point fields are hit the field closer to the center always counts.
- When competitors have the same number of points, they throw a shootout after one throw. The shootout starts first in order.
- Fields are scored (from the center) 5, 4, 3, 2 and 1 point.
- The picture shows the target and its dimensions.



Obstacle Pole

- The competitor starts at count of 3.
- Before the start the competitor must touch top of the log which is fixed on the lying tree with at least four fingers.
- Before the start the competitor must not touch the chainsaw.
- Chainsaws are supplied by the organizer.
- The competitor must use hearing and vision protection and non-cutting pants or sleeves.
- A competitor must touch at least one foot in the space between the end of the tree and the line to continue running to the block or finish line. Stepping on the line is not counted.
- A competitor may start the chainsaw in any manner.
- The competitor may start and stop the chainsaw only in the defined area on the tree. This territory is from the line through the end of the tree to the end of the fixed block.
- If the competitor falls off the log before stepping into the designated field, he must return to the place from where he fell on the log thru the beginning of the log. Then he can continue.
- If the competitor does not return to the exact place where he fell from the log, 30 seconds will be added to him.
- The time is stopped at the moment when the competitor completes the discipline and touches the block with his hand, which is fixed on the lying tree.
- Competitor must not walk without chainsaw.

Media

- The competitor and their helper agree to have their photo taken for publicity and information sharing purposes.
- The competitor and their helper agree to the use of photographs and information for the purposes of promotion and information sharing.

The organizer reserves the right to change the rules if necessary, as long as such a decision does not harm the sportsmanship of the competition.

