



**ON THE FARM CAMPFIRE SHOWDOWN**  
**Thursday July 30th 2015 6:30pm to 9pm**

**RULES & REGISTRATION**

Teams of 2 race to build a campfire  
 The fastest team to build a fire & boil a can of water wins!

**CASH PRIZES AWARDED TO TOP COMPETITORS**

CATEGORY	1ST	2ND	3RD
JUNIOR 12 – 17	\$100	\$50	\$25
JUNIOR + ADULT	\$100	\$50	\$25
OPEN 18 & OVER	\$200	\$100	\$50

**RULES**

- Object of event: To be the fastest team to boil a can of water over an open fire.
- Fire to be built from scratch using event supplied materials. No paper or accelerants allowed.
- 2 competitors per team. Registration between 5:30 & 6:30pm (late registration may result in disqualification).
- 1 small axe only (hatchet) per team - Team brings own axe. No other tools allowed.
- Long pants to be worn by both competitors and leather gloves for competitor using axe.
- Supplied - Block of cedar for firewood; 3 wooden matches; can of water with 2 cups of soapy water (500mls).
- Can to be supported by materials supplied - no metal brackets allowed.
- 3 matches provided at start – Additional matches may be obtained one at a time from Judge.
- Fire to be built on designated area.
- The top of the can cannot be covered in any way.
- If spillage occurs prior to the boil, team will be disqualified.
- Multiple teams to compete in heats. Each heat has 10 minute time limit or team will be recorded as a DNF.
- Time will stop when water boils over the can, as judged by official timekeeper.
- The fastest 3 teams in each category to boil the water OVER the can, will be prize winners.

**REGISTRATION DETAILS**

TEAM NAME		CATEGORY <u>CHECK ONE</u>	JUNIOR 12 – 17	
			JUNIOR + Adult	
			OPEN 18 & OVER	
CONTACT NAME		PHONE		
EMAIL				
ADDRESS				
#1 TEAM MEMBER NAME		#2 TEAM MEMBER NAME		

Entry Fee \$10 per team. Please submit registration by July 23rd, together with a \$10 registration fee. Cheques should be made payable to 'Squamish Days Loggers Sports Assoc.' - **PARTIAL PROCEEDS TO A LOCAL CHARITY**  
**SIGN UP NOW! SPACE IS LIMITED TO A TOTAL OF 30 TEAMS**