# **Five Step Cutting Process**

## Objective

Regardless of task, develop a plan to determine where you want the cut piece to end up.

- If felling, plan the most desirable placement or lay for the tree
- If bucking, plan where you want the bucked log or round to go
- If limbing, determine sequence and direction for large branches when cut
- If brushing, particularly in thick brush, plan how you will remove the brush when it is cut

## Hazards/obstacles

Develop a plan to identify the hazards/obstacles:

- That are overhead (fire, rotten top, widow makers and loose bark),
- That are in the piece of wood being cut (fire, rot and hinge wood integrity, hollow, bar/saw length compared to diameter, bees or poison plants)
- Springpoles,
- Buildings, equipment. or other trees you don't want damaged
- That are associated with people and cutting area control

#### Leans/binds

Since lay, cut piece placement, sequence or removal was determined in O, develop a plan to:

- Determine lean of a standing tree. Calculate, in feet, the amount of head/back lean and side lean
- Determine binds in log to be bucked, springpoles, limbs or brush to be removed

## **E**scape paths

Since leans and binds were determined in the previous step, develop a plan to:

- Determine the 'good' and 'bad' side of the tree, log, springpole, limb or brush
- Determine and clear an escape route (or 2 routes if necessary for crosscut saw/axe work or situations that require two routes)

## Cut Plan

Develop a cut plan to determine which technique will be used to remove wood fiber to achieve the desired result including:

- Face notch construction type (conventional, Humboldt, or open face)
- Hinge position, length of hinge, depth of hinge and amount of stump shot needed
- Back cut type (straight in from the back or chase, boring back cut and out the back, boring back cut with release or holding wood or strap)
- Wedge placement including number of wedges and axe placement
- Sawyer communication to crew members, swamper or crosscut sawyer partner

