



# AXE THROWING TOURNAMENT RULES

## Axe Throwing Equipment and Standards

Target:

- Must be sprayed with water as the target is used to allow for axes to stick.

Players:

- Multiple players will be throwing against each other, but each thrower will have one to two axes that they're allowed to use at a time.

## Axe Throwing Rules

Each participant is allowed 5 warm-up throws before their first match and 1 practice throw before any other matches.

Each round, each player will get 5 throws from their target and whoever gets the most points wins that round robin match. The format is as follows: bump axes and then throw 5.

A killshot will only count for points on a player's 5<sup>th</sup> throw. The player must announce that they are attempting the killshot before making their 5<sup>th</sup> throw and the judge/IMS staff member must acknowledge their killshot attempt before proceeding.

The format for throwing axes is as follows: bump axes with neighbor and then throw 5.

## Match Ups

Compete in a qualifying round where pairings with head-to-head match-ups don't matter. Every player's score will be recorded individually to determine their standing in round 1. The highest scorers match-up against the lowest scorers in round 1, which means players scoring closest to mid-range in qualifying will play each other. If there is an odd number of participants, the player with the highest score in a given round gets a bye in the next round. This player will compete against the lowest scorer of the next round to even out the match ups. Essentially, the lowest scorer of a given round with an odd number of competitors has two match ups.

## Progression

Each successive round will have half as many players as the one before it until there are two players left for the finals. If a player has a bye into the finals (due to odd numbers) that player will play the winner of the final 1 on 1 round for the ultimate championship.



## Target Scoring

- 10 points for the killshot
- 5 points for the bullseye
- 3 points for the middle ring
- 1 point for the outermost ring

The majority of the axe blade must be inside of a ring to be accepted for points. If the axe is in 2 rings simultaneously, then they are awarded the points for the higher valued ring. The Intramural Staff will determine each throw's point value. The axe must remain in the target for the throw to count. If it falls out, then the throw will be awarded a "0".