



# COLLEGE AXE THROWING 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 at the same time, 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 10 official throws. The goal is to get as many points as possible for yourself and for your college. The top 5 participant's scores from each college will be added together to create the college's total score then those final total scores will be ranked among the competing colleges. The top four colleges in this event will receive President's Cup points in the following manner: 1st place = four points, 2nd place = three points, 3rd place = two points, 4th place = one point. If two or more teams are tied, they will receive an equal share of the points allocated for their final positions.

A killshot will only count for points on a player's 10<sup>th</sup> throw. The player must announce that they are attempting the killshot before making their 10<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 10.

## 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 (over half) 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".