



# THROWERS GUIDE

Version 1.2 (March 2024)

## **Table of Contents:**

### **1.0 BEFORE THE MATCH**

- 1.1 Throwing Order of Precedence
- 1.2 Warm-Up Throws
- 1.3 Target Condition
- 1.4 Target Interactions

### **2.0 AUTHORIZED THROWS, TARGET SCORE VALUES, MATCH FORMAT & SCOREKEEPING**

- 2.1 Authorized Throwing Styles
- 2.2 Target Score Values
- 2.3 Standard Match Format
- 2.4 Tiebreakers
- 2.5 Scorekeeping

### **3.0 HATCHET SPECIFICATIONS**

- 3.1 Hatchet Defined
- 3.2 Required Hatchet Dimensions
- 3.3 Measuring the Weight
- 3.4 Handle Specifications
- 3.5 Blade and Head Specifications

## **(1.0) BEFORE THE MATCH**

### **1.1. Throwing Order of Precedence**

- The thrower with the better PPR (Points Per Round in League) average or the HIGHER seeded thrower (in a tournament) will throw the first axe of the first game of the match.
- If data associated with the thrower's performance is not available, an agreement between throwers can be made or a coin-toss will establish the first throw.
- After the first throw, the thrower with the HIGHER score in the game will throw first.
- If the score is tied, whomever threw first in the previous throw will continue to throw first until there is a lead change.

### **1.2. Warm-Up Throws**

- 1 warm-up throw will be afforded to both throwers prior to the start of a new match (best 2/3 or best 3/5).
- Warm-Up throws are not afforded between games within a match.

### **1.3. Target Condition**

1. League organizers are the ultimate authority regarding board conditions and should monitor the condition of the targets throughout the league or tournament. League organizers should change the target boards between matches if they observe wear to the point where it would be detrimental to score the hatchet.
2. Any thrower may request a board change prior to the beginning of the match. Board changes after the warm-up throw are authorized, however, an additional warm-up throw will not be granted.
3. Board changes must be approved by the League organizer who has the ultimate discretion upon evaluation of the board in question where or not it requires a change. They will evaluate the board condition and make a decision as to whether or not the board warrants a change.
4. In *extreme* cases in which the integrity of the board or the scoring area are damaged, the event organizer may order the board to be changed mid-match.

## **1.4. Target Interactions**

1. Throwers or spectators cannot alter the target in any way including chopping at (in attempt to soften) the premium scoring areas.
2. A thrower MAY, however, use the blunt portion of the axe to tap a loose piece of wood back into the target as long as it doesn't affect the target integrity in any way.
3. A thrower may request the board to be re-wet prior to any game (round) in the match. Once the first throw of a game has commenced, however, the thrower must wait until prior to the first throw of the next game to make a request.
4. If a thrower has a concern about a target board, it should be brought to the attention of a league runner or official for action.

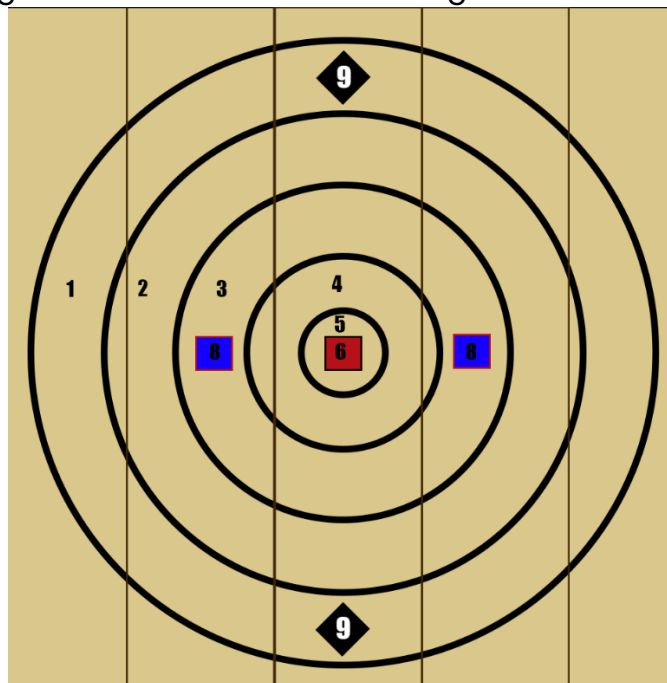
## (2.0) AUTHORIZED THROWS, TARGET SCORE VALUES, MATCH FORMAT & SCOREKEEPING

### 2.1. Authorized Throwing Styles

- One handed and two handed hatchet throws are authorized as long as the hatchet blade is facing the target and away from the body at the time of release;
- The hatchet must rotate approximately one full rotation to be a considered a legitimate throw;

### 2.2. Target Score Values

- If any portion of the hatchet from the edge to the cheek of the blade that **TOUCHES** a premium scoring value, the hatchet is scored at that value. A **touch** is defined as **“No discernable unmarked wood exists between the blade and the premium scoring area”**;
- If any portion of the blade breaks over the thick black line and into a numbered ring value, the thrower is credited with the value within the ring;
  - Target Ring Values and Premium Scoring elements are as follows:



- **SCORING RINGS**
  - The 4" concentric scoring rings are valued 5 pts, 4 pts, 3pts, 2 pts, and 1 pt respectively as observed from inside to outside. Axes landing on or outside the outermost ring are scored as zero pts;
- **BULLSEYE = 6 pts.**
  - The 1.25" x 1.25" Red Square in the center of the target;
- **BLUE BLOCK = 8 pts.**
  - The 1.25" x 1.25" Blue squares aligned within the 3 ring. Throwers can score one of each of the blue blocks per 5 throw game;
- **BLACK DIAMONDS = 9 pts.**
  - The 1" x 1" black square turned upward to form a diamond aligned within the 1 ring. Throwers can score one of each of the black diamonds per 5 throw game;
- **DROP**
  - If the thrown hatchet fails to stick within the target or momentarily sticks but falls out prior to scoring , the throw is scored as a drop worth zero pts;
  - This includes any hatchet that falls out at any time prior to the thrower/opponent having scored the throws;
  - This includes any contested throw waiting to be confirmed by an official;
- **FOOT FAULT**
  - Throwers MUST stand and throw from behind the 12' fault line until the conclusion of theirs AND their opponents throwing action.

***\*The throwing action includes the 2<sup>nd</sup> throwers physical throw, the impact of the axe onto the target and the ability for the hatchet to settle into its final position.***

- If either thrower crosses the fault line prior to the completion of the full throwing action, the throw is scored as a fault worth zero pts;

### 2.3. Standard Match Format

- A match for **official league** play consist of Best of Three with a mandatory third match a.k.a. **“Must Play 3”**;
- A match for **official tournaments** consists of **Best of Five**;
- Each game consists of 5 throws per player / team;
- Players / Teams switch lanes between each game of a match (after every 5 throws);
- If players / teams are tied at the end of five throws, the tiebreaker process occurs. (See 2.4)

### 2.4. Tiebreakers

- If a game ends in a tie, both throwers will throw at the TOP Black Diamond. Based on the scorable portion of the blade, whichever hatchet blade is closest to the edge of the black diamond is declared the winner.
- If one thrower hits the black diamond and the other thrower misses, the thrower that hits their black diamond is the winner.
- If a clear “closest” hatchet cannot be determined by agreement of simple observation, a judgement is made in which the judge will use a measuring device; either a tape measure or caliper device to determine the winner.
- In the rare case that , the hatchets are EXACTLY the same distance from diamond, a “re-throw” will be called by the official and both throwers will throw at the same Black Diamond as the contested throw.
- If both throwers hit their respective Black Diamond, they must next throw at the BOTTOM Black Diamond. This cycle of TOP then BOTTOM then TOP will continue until a winner can be determined.

### 2.5. Scorekeeping

- During league play, it is authorized to keep score using “opponent scoring”. Both throwers will approach the target following their throw and either concur or non-concur their opponents stated score PRIOR to touching either axe. When both throwers concur, throwers can remove their axe from the target and must clearly communicate their score back to an awaiting scorekeeper who will enter them into the Scoreholio app or enter the

throwers may enter scores into the app themselves (if a scorekeeper is not available);

- During tournament play, opponent scoring MAY be authorized by the league during the preliminary stages of the tournament but requiring one official to preside over no more than four matches concurrently. During higher stages of the tournament (usually quarter finals or better), an official will be used to score the match.
- If the throwers do **NOT** concur and cannot come to a consensus as how to score a throw, the league runner or designated 3<sup>rd</sup> party judge will evaluate the throw and make a final determination;



## (3.0) HATCHET SPECIFICATIONS

### 3.1. Hatchet Defined

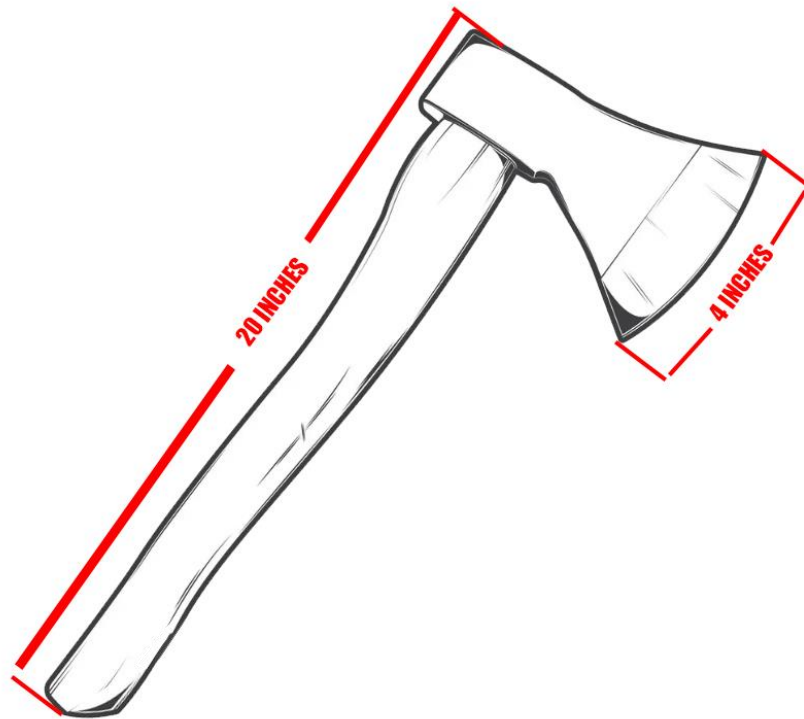
- A hatchet is a small, **single bit** axe with a short handle for use in one hand.

### 3.2. Required Hatchet Dimensions

Maximum Weight:	3 lbs
Minimum Weight:	1.25 lbs

Maximum Handle Length:	20 inches
Minimum Handle Length:	11 inches

Maximum Blade Width:	4 inches
Minimum Blade Width:	<i>No Minimum</i>



**Figure 1**

### **3.3. Measuring the Weight**

- The hatchet including the head and handle as measured as a combined weight while balance upright on a scale;

### **3.4. Handle Specifications**

- The hatchet handle is measure from the eye of hatchet head to the lowest part of the handle; (*See figure 1*)
- The handle can be made of any durable material ordinarily used in hatchet manufacturing. This includes, but is not limited to: wood, fiberglass, resin, carbon fiber, and metal;

### **3.5. Blade and Head Specifications**

- The blade is measured from the widest portion of the blade and the scoring area, consisting of the sharpened blade / cheek of the blade cannot exceed 4".
- The hatchet head must be made of metal.
- The hatchet head must only have one sharp blade. Double bit blades or sharpened elements of the opposing side of the blade are not authorized.
- The head must be permanently affixed to the handle. Hatchet systems with "quick releases" or "temporary head attachment" styles are not authorized.