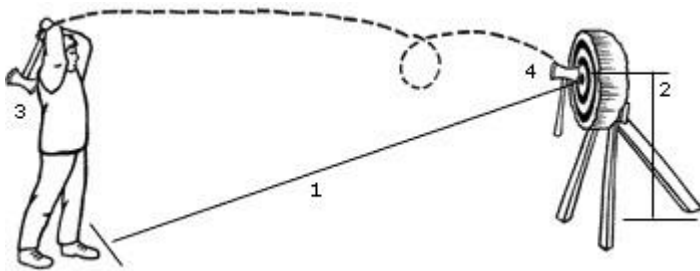


## UK DOUBLE BIT AXE THROWING RULES

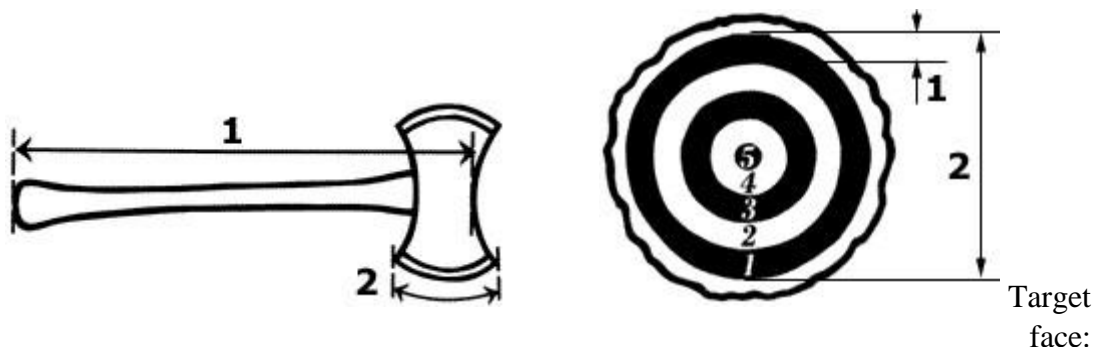
It is the primary intention of these rules to allow safe, equitable, inclusive and fair competition in a variety of forms. Reference has been made to a number of sources including the Swedish, Swiss and German Double Bit Axe Throwing rules and Canadian Timber Sports rules and regulations. While there are a number of similarities particularly in relation to axes, targets, distances and safety these regulations are designed for KATTA UK approved competition.

### Equipment

A double bit axe has 2 cutting edges the fore and back bit. Only the fore bit can make a legitimate score. Contact by the back bit with the target negates the throw.



- 1: Distance throwing line/target = 6.1 m (20')
- 2: Height = 1.52 m (60")
- 3: Fore-Bit
- 4: Back-Bit



Bull is 5cm (1.97 inches) 4/3/2/1 concentric rings are 5cm wide. Total scoring target diameter is 45cm (17.72 inches, distance **2** in right hand diagram). This is consistent with the rules used in the inaugural World Championships in Laubach-Munster, Germany, 2017.

Axe

- 1: Length = min. 610 mm (24")
- 2: Edge = max. 152 mm (6")
- 3: Weight = min. 1134 g (2 1/2 lb) incl. handle

## **General Rules**

The Double Bit Axe is thrown at a soft wood target preferably 40cm (15.75 inches) deep, supported by a frame which is immobilised by ground pegs or some other form of stabiliser to resist movement during competition. Genuine concern about movement affecting axe sticks must be conveyed to the scorer at the time of throwing.

The thrower must not step over the throwing line before the axe has hit or missed the target. This should be monitored by a line judge. A thrower who steps over the line gets 0 points.

The Fore-Bit is the bit facing the target when the thrower releases the axe in their throw. This is the only part of the axe which counts for scoring – if any part of the back bit touches the target the score is 0.

The Fore-Bit only needs to nick the line separating two scoring areas to win the points of the higher scoring area. This is consistent with most target sports (line cutters score up). See diagrams for detailed interpretation of scores when the axe is deeply embedded in the target. Note that only the scoring umpire can and may lever the axe out of the target to accurately assess the score.

The organisers appoint the competition referee who must check and be responsible for compliance with the official safety rules. If there are safety issues, the referee must stop the competition until such issues have been resolved. The competition referee must always inform competitors and spectators about the official safety rules.

### **Categories:**

This is a relatively new sport. Ultimately it is felt that male, female and age group competitions will raise the aspirations of competitors and increase the attractiveness of our sport to a diverse group of participants. We have to remain pragmatic. If 5 or more women enter there will be a separate awards category (in line with the world championship rules which states 6 women create a separate category),

currently we only have facilities for those over 16 years of age to compete.

## **Responsibility & Safety**

### **Issues of responsibility**

The organisers, appoint and delegate responsibility at each competition to a competition referee. The referee must be suitably trained and qualified. During the competition, the referee must be easily identifiable.

Officials and competitors are to be given detailed instructions before the competition on how the competition rules are to be applied and followed.

Persons under the influence of alcohol or drugs will not be allowed to compete in axe throwing.

### **Safety rules**

#### **Risk area**

3 m behind the throwing line, 8 m to each side and 15 m behind the targets.

#### **Cordon**

The risk area is to be cordoned off with tape, rope or suchlike. Stickers or signs bearing the text "No Unauthorised Access" are to be placed along the cordon.

#### **Marshalling**

A safety marshal/marshals must patrol the whole cordoned off area while a competition is underway. Only officials and those competing at the time may enter the cordoned off area.

## **Umpires**

A single umpire, clearly identified as such will score all throwers in a specific set of throws (this number will vary depending on the specific competition) for the core competition. An individual scoresheet can be issued for the supplementary events.

## **Throwing**

All the competitors in each round throw on a given signal from the referee or announcer. Any thrower throwing more than 30 seconds after the signal will score 0. In genuine adverse weather, delays to avoid throwing into a gust will be taken into consideration and the time increased at the discretion of the umpire usually to no more than 60s.

## **Marking**

When given clearance by the referee, the umpire goes to the targets to mark the throw. The axe must be retained in the target until marked. If the axe falls out before being marked the score is zero. If the axe falls out immediately after being marked the allocated score counts. Only after all scores are declared and agreed can the thrower remove their axe. The competitors are responsible for removing their axe and returning to position for the next throw or the end of the set in reasonable time. Deliberate (in the umpires opinion) delay in order to inconvenience other throwers will result in a score of 0 for that throw for the individual creating unnecessary delay. No form of intimidation by a thrower to another thrower or umpire will be tolerated. Any competitor behaving in such a manner will score zero and be required to leave.

## **Decisions on tied scores**

Either a throw off or the number of bulls scored will be used to decide draws. The final decision will usually be based on available time, weather conditions and is at the discretion of the umpire and competition organisers.

## **Decisions on inadequate targets**

In the event of a competitor throwing on what they feel to be an inadequate target (usually inappropriately hard – resistant to penetration by axe, or badly damaged by previous thrower) the competitor should indicate their concern to the umpire. If this view is confirmed immediately by the umpire, the competitor is offered a different target immediately. If there is doubt the competition is completed and if other competitors experience the same difficulty all competitors using that target are allowed their entire series of throws again.

## **Sheath**

The axes should always be kept in their sheath outside the competition area. It is the competitors responsibility to avoid injury to themselves and others.

## **Specific Competition Rules**

### Cumulative Score (European style)

All throwers will make a series of throws which will be totalled. The top 50% will take part in a semi-final and the top 6 throwers will take part in a final.

Each thrower will have 12 throws during a set. This will consist of 1 test throw on a target followed by 6 scoring throws on that target. The thrower then changes target, performs 1 test throw then a further 6 scoring throws on the new target.

The set is repeated to create a total of 24 throws in one day of competition (this is increased proportionately in more days of competition and may be reduced by the organiser in the event of numbers being unmanageable or severe bad weather).

The scores are totalled for each thrower and the top 50% progress to the semi-final. Only 12 throws are made in the semi-final. The process is repeated but only the scores achieved in the semi-final count for progress into the final. The top 6 progress to the final.

The final is the best of 6 counting scores.

### Knock Out (Canadian Timber Sports style)

A series of groups of throwers (size depending on numbers) are created.

Each thrower has a test throw and 3 scoring throws. The top 50% go through to the next heat repeating until a final of 2 throwers is reached.

No scores are accumulated only the best from a maximum of 15 in that heat counts to go forward. In the event of an uneven number of competitors a bye to the second round will be allocated randomly. The groups will be allocated randomly so that no initial consideration as to any form of ranking is given.

### Speed throw

As movement between targets is involved, this event carries a slightly higher risk and can be held only at the absolute discretion of the organiser. The umpire has absolute authority to stop a competitor if there is any doubt as to the safety of the competition.

Only trained adults who understand and are prepared to accept the risks of the event are allowed to participate. They must without recourse or condition obey the command of the umpire to immediately stop if the umpire feels a danger has arisen.

There will be 2 targets opposing each other but offset by at least the width of the target. Each target will have a throwing line 6.1 m (20ft) from it. The competitor has a test throw. The aim is the fastest time to score 15 points. The competitor starts on command of the timer with a throw to the opposing target which is volubly scored as they run to the target and retrieve the axe. The line to run will be indicated and will NOT involve running towards the direct line of the axe. At no time will the axe be carried. On retrieving the axe the competitor throws at the target they have just ran from.

This is repeated until a score of 10 or 15 is reached (depending on conditions). The winner is the competitor who gains 10/15 (as indicated before the start of the competition) points the most quickly. The cut off time when the competitor stops is 60 seconds. It is therefore a matter of judgement, skill, accuracy and speed. A competitor who in the umpires opinion puts themselves or others at any risk whatsoever will be told to stop.

### Long Distance throw.

This is a best of 3 double spin throws thrown from a distance of not less than 12.2 metres (40 feet). The forebit must stick in a scoring area of the target. The thrower will have 1 test throw followed by 3 consecutive throws into a standard target as described previously. The highest score from a maximum of 15 wins. Please be aware that the potential for damage to your axe is higher with this event and the organiser bears NO responsibility for any such damage.

Associated events: tomahawk/small axe, minimum weight 500grams (1.1lbs), 1 cutting edge 12 cm (4.22 inches). The “back bit” of the hawk/small axe must protrude no more than 2 inches and be nonpenetrating in design.

Silhou-axe: the competitor throws from no less than 4m into a series of 10cm black targets in a sequence of 1-15 avoiding sticking in 2 large red circles. Only one throw at each target, in order, is allowed and the sequence must be followed. Score: miss = 0, stick in black circle in the correct sequence = 5, stick in red circle at any time = -10.

Hawk duel cup: Two competitors stand 6 m apart with the hawk/axe held head down in line with the body and cutting edge facing backwards with their backs to their respective targets on the 6m line. On command they turn and throw at their designated target. They can move back or forward 1m. Fastest stick in the scoring area of the designated target wins. Winner is best of 3 attempts. Both no stick – 1 repeat. 2 no-sticks, first stick wins. Move before command, forfeit that round.

Hawk only Mountain Man: Target is divided into quadrants, 1 standard size playing card in each quadrant and 1 playing card in the centre. Minimum distance from the target 3m. Each player throws once in a clockwise sequence finishing with the centre card. Score: stick in card only 3pts, stick in card and quadrant holding that card 2pts, stick in correct quadrant 1 pt, stick in wrong quadrant 0 pts. Each player throws 5 times from 1 spin (hawk/axe handle down). Repeat from 1 and a half spin (hawk/axe handle down). Highest combined score wins.