

Hab - Moving Target

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This is a combined event for knives and axes. The goal is to precisely throw 3 knives and 3 axes into the target areas built onto the two arms of a moving seesaw. The targets on the left arm (when seen from the front) are for the knives, whereas the targets on the right arm are for the axes. The minimal distance for throwing is 7 m.

The goal

- 1.1 The goal is to throw 3 knives and 3 axes as precisely as possible in a given time into the moving target areas (see the drawing below). There are 3 + 3 targets built symmetrically onto the two arms of a seesaw. The bull's eyes of the targets on each arm are 30, 60 and 90 cm from the axis of rotation. Each target has 3 circles on it, with the diameters of 30 (red), 20 (white) and 10 (black) cm.
- 1.2 This is a combined event for women and men.

The throwing tools

- 2.1 The thrower may use the knives and axes as permitted for the precision events.

Throwing mode

- 3.1 The thrower stands in front of the left arm of the Hab target, in a distance of at least 7m, 3 knives in the hands. There are no test throws.
- 3.2 The thrower will tell the referee when he/she is ready to begin the throws. After that, the referee sets the target in movement and starts the clock.
- 3.3 The mandatory throwing sequence is as follows (see drawing): first target is the innermost target on the left arm (being nearest to the axis of rotation). The second target is the middle one on the left arm, and the third is the outermost one. There is one throw for each target in the sequence. A tool sticking in the wrong target counts zero points.
- 3.4 The thrower then stands in front of the right arm of the Hab target. There are no test throws. The target already in motion will not be stopped and will not be restarted again. The thrower repeats the steps described in 3.3, but this time with axes, throwing into the targets going from inward to the end of the arm. Each thrower has a time limit of **1 minute** to do the six throws. After that there is no more throws, throws not done in the time limit are lost. Scoring follows after all 6 throws or after the time limit is up.

Counting and final

4.1 Scoring

→ **1 point** for a stick in the circle of 30 cm diameter (red) of the target mandated by the sequence, **2 points** for a stick in the circle of 20 cm diameter (white) of the target mandated by the sequence, and **3 points** for a stick in the circle of 10 cm diameter (black) of the target mandated by the sequence.

→ In addition a **multiplier of 1x** for a stick in the innermost target area (being the nearest to the axis of rotation), a **multiplier of 2x** for a stick in the middle target area and a **multiplier of 3x** for a stick in the outermost target area.

→ **0 point**, if the throwing tool does not stick, does not stick in the target, sticks in the wrong target, falls out of the target before the end of the throwing round, or sticks after the time limit of 1 minute. The maximum score thus is 36 points.

4.2 The five best throwers get access to the final. The final takes the same form as the qualification phase.

4.3 The finalists will be ranked before all other participants, with their total score given(qualification plus final).

4.4 In case of ties, affecting the selection for the final, or the ranking in the final itself, there will be additional runs. An additional run will consist of the repeating of the whole round. The run will be repeated until a tie is resolved. The scores from the additional runs are only used to resolve the ties.

