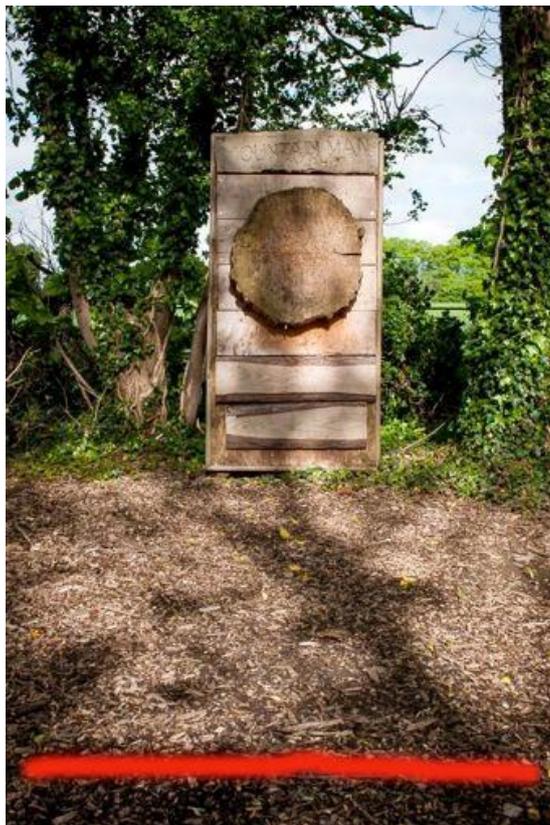


Guide to Mountain Man Throwing

A very brief history of the mountain man throw goes back to the early 1800's in America. The fur trappers and mountain men would meet at pre planned rendezvous and they would have their working knives and hawks (essential for outdoor living) with them. Games and tests of accuracy would take place normally involving wagers.

Our version of the mountain man throw is just that, there are many many different types of throw and there are no set rules. You are limited only by your imagination.

The mountain man target



Nothing fancy, just a big 'ol bit of tree round. We have it mounted to a backboard, some people have it on a tripod. There are no distance markers on the ground, there is a 10 foot marker which is the minimum distance you are allowed to throw but that's it (marked in red on the photo to show it better). You must know the distances you throw from. Most people pace out from the target and on the day of a competition it can look like a strange sobriety test!!!

Unlike the 'normal' target throwing the distances work a little different in mountain man. There are 4 distances with knife and hawk.

1 spin knife

2 spin knife

(no half spin or blade throws, this would be a working knife with a sharp edge, although our knives are still blunted throwing knives we observe the tradition)

1 spin tomahawk

1½spin tomahawk

So back to the throw. Place 1 playing card bang in the middle of the target. You then throw 1 knife 5 times at 1 spin with your knife. Hitting the target gets you 1 point!



If you hit the card but the knife comes off the edge of the card like this



You get 2 points

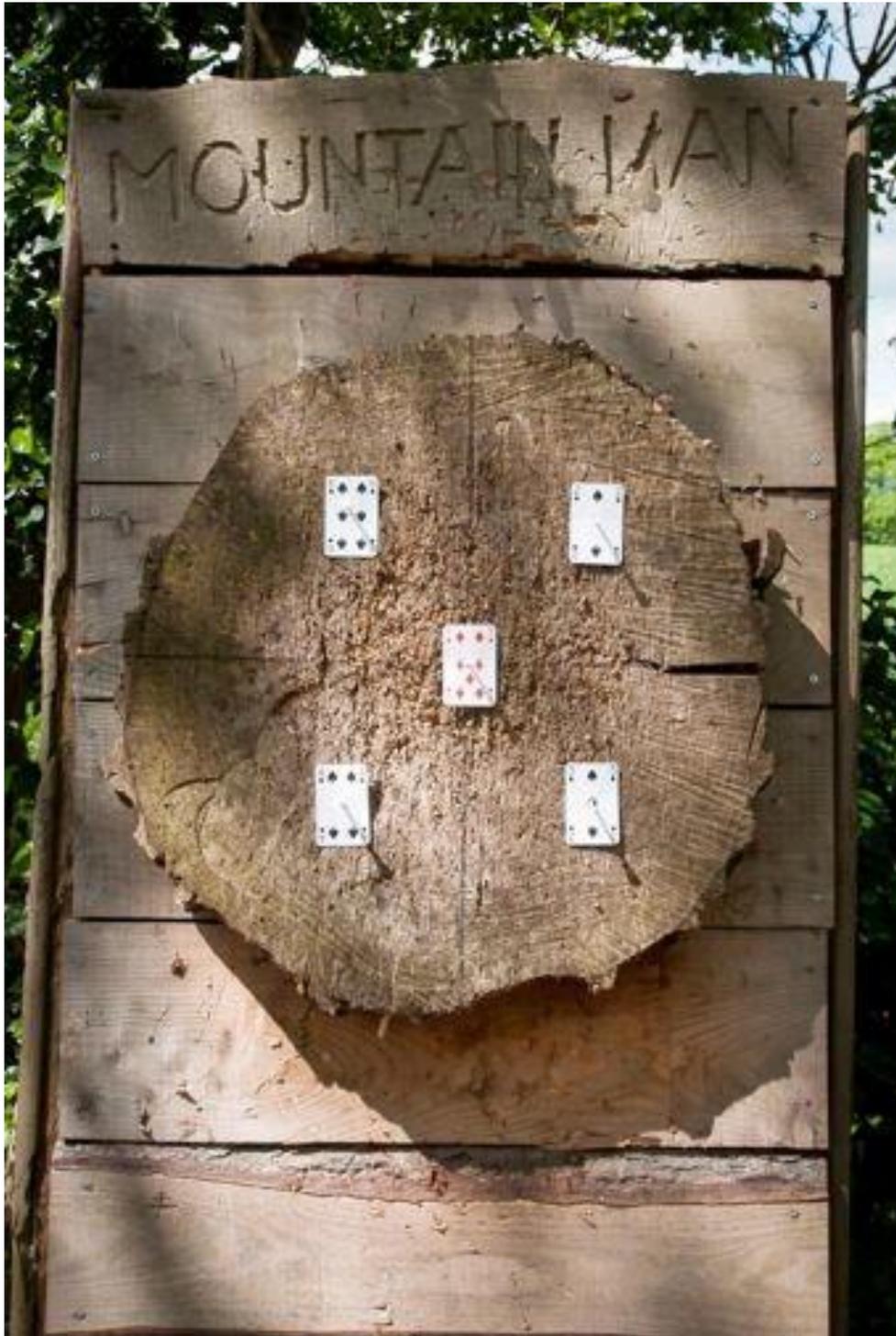
If you are a great shot (or really lucky) and you hit the card like this and there is no break on the edge of the card then it's 3 points!



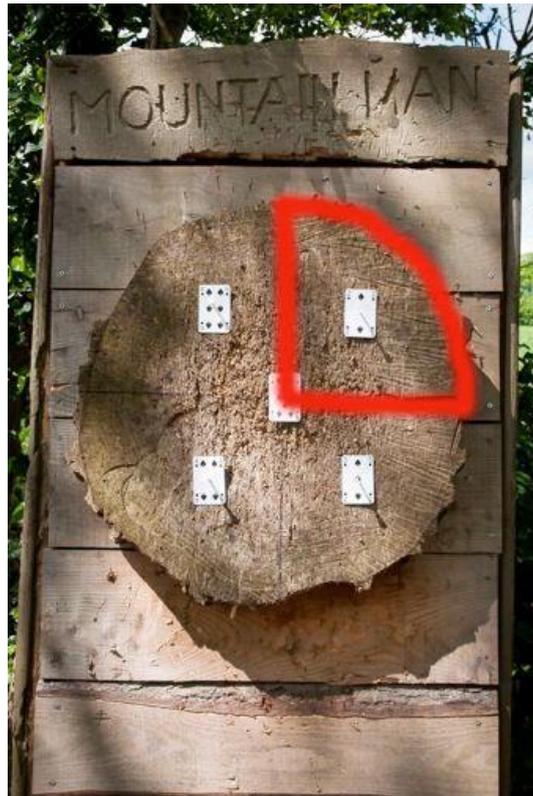
You then throw 1 hawk 5 times at 1 spin and then the hawk at 1½ spin and finally the knife at 2 spin. So you have thrown 1 knife 10 times at 2 distances and 1 hawk 10 times at two distances.

If at anytime the card is hit or marked then you can ask for it to be replaced so you get a clean target for every throw and there are no arguments about if it has been hit or not.

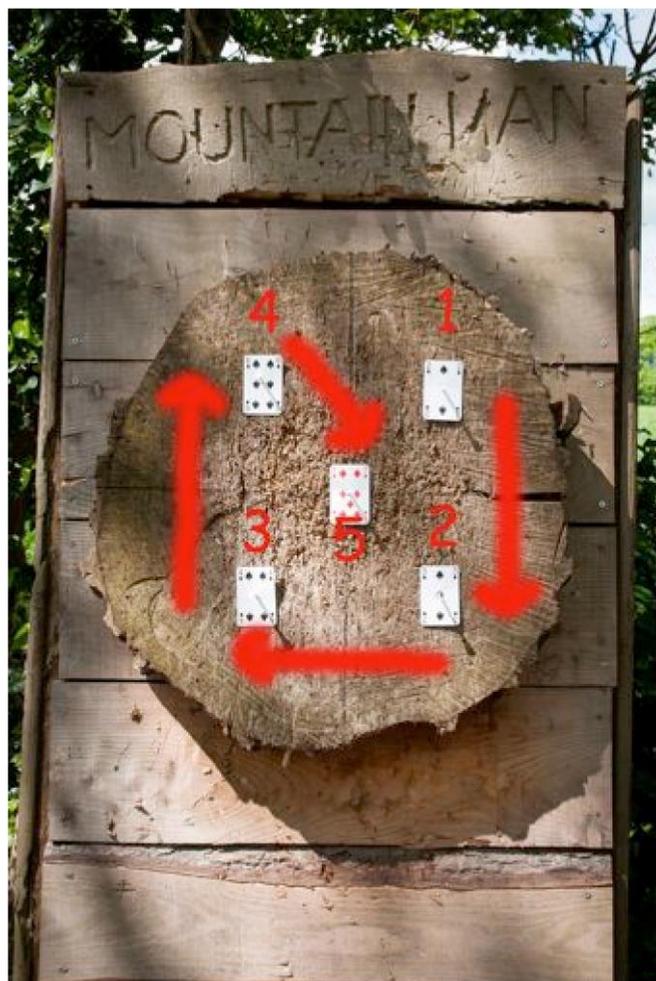
So then you add another 4 cards to the target.



Now the 'quartered' board comes into play.



The outer 4 cards have their own quarter. You start at top left and work clockwise round the board finishing in the middle. The same principle for scoring applies only now for each outer card you have to hit within it's quarter.



If you aim for top left and hit bottom right then there is no score unlike for the 1 card target where anywhere on the target scored. The 5th middle card can still score on any part of the target.

You still throw the same distances and repetitions as before, 1 knife or hawk 5 times but only once at each of the cards. So unlike the 1 card target where you threw at the middle (and only) card 5 times on this target you throw top left, bottom left, bottom right, top right finishing on the middle card, then move back to your next distance.

Equipment

Mountain man requires 1 knife and 1 hawk. Simple!

Depending on where you are in the world and whose rules you are following it may require a specialist combination. A really traditional throw will insist on period clothing and a knife/ hawk made from

materials available only at the period time represented, no fancy steels or composite handles.

We are happy for people to use what they have, it is a specialist game and we appreciate that buying specific equipment is costly for a game you may play infrequently.

Some people who have specific equipment tailor them to the game. Hawk handles are cut so they can be thrown from the same distance at 1 spin. It is up to you how far you get involved!

Happy throwing, be safe