

Battle of Lake Erie Axe Throwing Tournament Rules



12-14 Age Group

15-17 Age Group

- Event will be single-elimination format
- Each participant will get five minutes to warm-up or practice
- A participant will get 10 throws per match
- Participants will each get 5 throws in their assigned lane before switching lanes with their competitor
- The high score of 64 per round
- Bullseye (white) is 5 points; bullseye (red) is 6 points; kill shot (blue) is 8 points
- A participant will get two attempts for kill shot per match. A kill shot attempt must be called out to the judge/official prior to throw. Once a player hits a kill shot during the match, that kill shot cannot be attempted again. This does not apply to overtime (OT).
- The two participants who lose during the semi-final round will compete for third place.
- In the event of a tie during a match, the participants will go to overtime. Participants will remain at their respective targets for OT; no switching of targets required. Participants will attempt to hit the kill shot. If both participants hit the kill shot on their throw, the participants must alternate the kill shot. If both participants miss the kill shot during OT, a measuring tape or accurate measuring device will be used to measure the distance from the closest valid scoring area of the axe head to the closest edge of the kill shot. The participant with the shortest distance will be awarded the match.

Battle of Lake Erie Axe Throwing Tournament Rules



18-59 Age Group

60+ Age Group

- Event will be double-elimination format
- Each participant will get five minutes to warm-up or practice
- A participant will get 10 throws per match
- Participants will each get 5 throws in their assigned lane before switching lanes with their competitor
- The high score of 64 per round
- Bullseye (white) is 5 points; bullseye (red) is 6 points; kill shot (blue) is 8 points
- A participant will get two attempts for kill shot per match. A kill shot attempt must be called out to the judge/official prior to throw. Once a player hits a kill shot during the match, that kill shot cannot be attempted again.
- In the event of a tie during a match, the participants will go to overtime. Participants will remain at their respective targets for OT; no switching of targets required. Participants will attempt to hit the kill shot. If both participants hit the kill shot on their throw, the participants must alternate the kill shot. If both participants miss the kill shot during OT, a measuring tape or accurate measuring device will be used to measure the distance from the closest valid scoring area of the axe head to the closest edge of the kill shot. The participant with the shortest distance will be awarded the match.