

United Knife and Axe Throwers

Mission Statement : To unify the knife and axe throwing community with a focus on cooperation, promotion of precision throwing sports, friendly competition, mutual respect and Safety.

League premise:

U.K.A.T. Is a virtual league where solo and already established clubs/leagues can participate, and is a system that will allow throwers who can't travel to attend National and International Competitions to compete and rank in a truly international venue, the internet. Each Season will be comprised of 2 weeks of Qualifiers (New competitors only) and 8 weeks of competition, with the top 6 sessions averaged at the end of the season to give the thrower's Final Score. The top 3 Competitors in each Rank will throw off for top spot the following week. Only 6 sessions are required to be submitted allowing flexibility for attendance, weather, etc. Additionally Throwers will have the opportunity to earn bonus points by completing challenges throughout the season, which will include trick shots, mountain man games, and instinctive challenges.

Why U.K.A.T. and why now? The reason is simple. While organized Knife and Axe throwing has been around for a long time, and has been well supported by the likes BATL, AIM GAMES, IKTHOF etc, the growth in the past few years has been exponential. With the rapidly evolving bladed sports environment gaining more and more popularity, members of our community are gathering to protect, respect and pass along a rich history. U.K.A.T. hopes that by putting together all current aspects of organized throwing into one cohesive system it will promote fellowship, comradery, and community. We want to help nudge Knife and Axe throwing from an obscure backyard pastime to a mainstream legitimate sport that is accessible to to all, regardless of location, space limitations or implement preference.

U.K.A.T. is an organization dedicated to the growth of organized throwing. League fees will go towards maintaining the website and social media, cash prizes and commissioning.

U.K.A.T. will also provide qualified instructors to assist in staff training, set up and organization of sanctioned clubs and ranges.

Rules and Verification:

1. Verification:

1. Sanctioned cubs with a trained official will have their scores validated by the official locally, no need for secondary video verification. All sessions still must be recorded live as random audits will be done.
2. Solo throwers are encouraged to buddy up, join a club or create a club, but can still participate by submitting live video footage of each session and will have a dedicated Online Official assigned to them.
3. Once a score is posted ALL members will have 1 week to contest a score if they find an error.

2. Scoring:

1. Sessions must be recorded LIVE via the U.K.A.T. Facebook Group under the "Event" for each week.
2. A secondary recording device is required for back-up if the main Live feed is interrupted. This can be a second live feed, or recorded locally, and will be used to prove continuity of a set. This camera can be stationary provided the full range is in view.
3. The thrower and the target must be visible at all times for each session. A Point of View camera (Head/Chest mounted) can also be used, and may be ideal depending on your range layout and viewing angles.
4. A printed U.K.A.T. scorecard OR Google Sheets may be used to record your scores and must be shared back to the Facebook group as a comment under your live video for Verification.
5. All throws/sticks must be shown close up. If the score for a throw is questionable (close to or touching the line etc) the video must clearly show the edge/side that is touching the higher point ring. If it is not clear the lower point will be given at the Official's discretion.
6. Foul line distances must be accurate, clearly marked and visible in video footage.
7. Failure to follow the above rules will result in the submitted score to be disqualified.
8. Scoring takes place at the end of each throw (3 throws from each distance) and the score card must be shown after it is recorded.
9. If a knife or axe falls from the target prior to scoring it must be scored a Zero
10. If the knife or axe is touched by the thrower prior to scoring it will be scored a Zero
11. Knives/Axe must be thrown from left to right in order Target 1, 2, and 3. Knives/Axes that stick in the incorrect order will be scored a Zero.
12. Knives must have the blade's tip buried below the face of the target to score
13. Axes must have a portion of the blade/bit buried below the face of the target to score
14. Points are awarded to the highest ring that the knife/axe is touching at the face of the target.
15. The center 4" Bullseye is worth 5 points, the 4"-8" ring is worth 4 points, the 8"-12" ring is worth 3 points, the 12"-16" ring is worth 2 points, and the outer 16"-20" ring is worth 1 point. Any sticks beyond the out ring is worth Zero.

3. Targets:

1. Target Layout must be one of 3 approved layouts (IKTHOF, "T" or "V")
2. Painted targets must be either IKTHOF or Euro Thrower/Blade Aces Standard. Refer to Drawings
3. Targets may be one "wall" of endgrain blocks, 3 separate endgrain targets or 3 separate log rounds, or a plank wall.
4. Consideration will be taken to layout heights and spacing for existing ranges provided they are within general conformance to one of the 3 approved layouts, subject to Official Approval.
5. Throwers will need to maintain targets to ensure highly visible rings to allow easy and accurate scoring.

4. Ranking:

1. Each Season week 1 & 2 are Qualifier rounds to determine new member's rank. The average of the two scores will determine your rank.
2. Novice 0-99, Intermediate 100-149, Pro 150-199, Master 200-225
3. Once your rank is determined you will only be competing against other throwers of your Rank.
4. A Thrower's season average score will determine their rank the following season.

5. Accepted Implements:

1. All competitors must use 3 matching implements for any given Division they are registered for.
2. All Knives must have a single point, and may have a single or double edge.
3. Knives/Spikes must be between 9" and 16" and not less than 6oz (170g)
4. Axes (tomahawks, hatchets, etc) must be single bit, have a blade length of 4.75" or less and a handle no shorter than 13" (measured from the top of the head to the base of the handle) . All construction styles (wood, composite, metal, hybrid) are allowed provided they are deemed safe by a league official.
5. All implements must be approved by an Official prior to use.
6. It is recommended that Throwers use the same set of implements during a session, but may use different implements for other divisions/sessions. If a thrower would like to change Implements Mid Season they must be verified by a league official.

Please note that your local venue may have their own size and weight restrictions due to insurance, etc and should be verified in advance of the start of each season.

6. Divisions:

All Divisions are based on 3 Sets of 3 target/5 Distance, 45 throw/225 point system. This is a “walkback” format starting at 3m, back to 7m. The distances are the minimum, and there is no maximum.

Rotational Knife

Knives must make a minimum ½ rotation, but there is no designated rotation at each foul line

No Spin Knife

Knives/Spikes must be thrown with a technique resulting in less than ½ rotation.

Axe:

In order to allow all axe formats to be used fairly there is no designated rotation at each foul line.

Tips for fast & easy Verification:

1. Introduce the thrower/yourself
2. State the date and time
3. State the Division you are throwing (Axe, Rotational, etc)
4. Ensure your camera is positioned to show your entire range
5. Mark your camera position on the ground so it can be returned to the correct location quickly and easily
6. State the Set number & Distance at the start of throw (ie: “Set 2, 4m”)
7. When scoring try to move quickly. Show obvious scores straight on and only spend time showing throws that are not obvious in more detail.
8. Show your score sheet after each set
9. Allow more than one thrower to go at the same time if possible
10. Get help to record scores

Duality:

Duality is a game intended showcase a throwers ability to adapt from one implement to another by throwing 1 Axe and 1 Knife back to back. Duality can be played Solo, but is more fun head to head.

-Uses the upper two targets, and Wild Card bonus targets (10 points) (Refer to drawing for locations). The Wide Card can be painted on OR a standard playing card can be pinned to the target.

-Uses 3m, 4m, 5m, 5m distances

-Total of 3 sets (12 Axe/12 Knife)

- Wild Card is open at the end of each set (2nd throw at 5m). Competitor must announce that they are throwing for the Wild Card prior to throwing for either or both axe and knife. Missing the Wild Card will result in zero points regardless of where the implement lands.

- Max points 150

Game Play:

Set 1: Throwers begin at 3m (min) and throw their Axe at the left target and their Knife at the right. Repeat at 4m. Repeat at 5m. Repeat again at 5m but the Wild Card is now open for both Axe and Knife.

Set 2: Throwers begin at 3m (min) and throw their Knife at the left target and their Axe at the right. Repeat at 4m. Repeat at 5m. Repeat again at 5m but the Wild Card is now open for both Axe and Knife.

Set 3: Throwers begin at 3m (min) and throw their Axe at the left target and their Knife at the right. Repeat at 4m. Repeat at 5m. Repeat again at 5m but the Wild Card is now open for both Axe and Knife.

Trifecta:

Trifecta is a game intended showcase a throwers ability to adapt from one implement and throwing style to another by throwing 1 Axe, 1 Knife and one No Spin Knife back to back. Trifecta can be played Solo, but is more fun head to head.

-Uses All three targets, and includes Wild Card bonus targets (10 points) (Refer to drawing for locations). The Wild Card can be painted on OR a standard playing card can be pinned to the target.

-Uses the Amature distances (3m, 4m, 5m, 5m)

-Total of 3 sets (12 Axe/12 Knife/12 No Spin)

- Wild Card is open at the end of each set. Competitor must announce that they are throwing for the Wild Card prior to throwing for either or both axe and knife. Missing the Wild Card will result in zero points regardless of where the implement lands.

- Max points 225

Game Play:

Set 1: Throwers begin at 3m (min) and throw their Axe at the left target and their Knife at the Lower Target and No Spin at the right. Repeat at 4m. Repeat at 5m. Repeat again at 5m but the Wild Card is now open for all implements.

Set 2: Throwers begin at 3m (min) and throw their Knife at the left target and their No Spin at the Lower Target and Axe at the right. Repeat at 4m. Repeat at 5m. Repeat again at 5m but the Wild Card is now open for all implements.

Set 3: Throwers begin at 3m (min) and throw their No Spin at the left target and their Axe at the Lower Target and Knife at the right. Repeat at 4m. Repeat at 5m. Repeat again at 5m but the Wild Card is now open for all implements.