

Silhouette Throwing (Knife or Axe)

Sports Silhouette Throwing Goal Throwing 15 throwing tools precisely into target areas arranged around two red circles (the silhouette, see drawing below). The 15 circular target areas are of 10cm diameter each, and have a distance of 12cm to the silhouette. Schedule The thrower stands in front of the silhouette target, in a distance of at least 3m (knife) / 4m (axe). The thrower has three test throws, which he can use on the targets he wants. He will tell the arbiter when he is ready to begin the event. The mandatory throwing sequence is indicated in the drawing. There is exactly one throw for each number in the sequence. A throwing tool sticking in the wrong target counts zero points. The sequence will usually be throw in five series of three throwing tools each. If a throwing tool sticking in the target blocks the next mandatory target, it will be scored and taken out. Scoring 5 points for each stick in the right target. Minus 10 points if the sticking throwing tool touches a silhouette, or even sticks within the silhouette. To demonstrate the responsible behaviour in our sport, please avoid sticking inside the silhouette also in test and training throws. In case of ties for the Top 3, there will be additional throws. This additional throw will consist of two runs of three throwing tools each, with the same rules as before (that is, thrown at the first six target areas). The additional throws can be repeated again as often as required to break the tie.