

# Snife Rules and Regulations

**SNIFE (Snooker + Knife Throwing)** John Taylor from KATTA UK invented the knife throwing game of SNIFE, a cross between throwing knives and snooker.

**The Goal** 1.1 Instead of potting balls into pockets, you will be hitting coloured circles on a board ("balls", see picture below). For each hit, you collect points, the player with the highest number of points after series rounds wins. 1.2 This is a combined event for women and men.

**The Knives** 2.1 The thrower may use the knives as permitted for the precision events. 2.2 The minimum number of identical knives to participate in this event is three.

**Schedule** 3.1 The minimum distance for the throws is 3m. 3.2 In the first two series ("breaks"), you start by throwing a knife such that it sticks in the central red ball. Then you announce a colour, and throw your knife to stick in the thus coloured ball. Then it is back to red, then back to a colour, and so on. You have a maximum of 6 throws per series. For each stick in the "on" ball, you collect points (see table). The series stops when you miss the "on" ball (that is, the red or coloured ball you are supposed to hit with this throw). 3.3 The third and final series is played differently: The red is out of the game, you have to hit the colour balls in the order of their point value (ascending from yellow to black). If you miss, you go on to the next colour for your next throw. Thus you will have six knives and exactly one will be thrown at each colour.

**Target and Counting** 4.1 The target will comprise of a central red ball, and then six other different coloured balls around the red dot. 4.2 Table of balls and points: Colour Points Diameter red 1 40cm yellow 2 35cm green 3 30cm brown 4 25cm blue 5 20cm pink 6 15cm black 7 10cm 4.3 In case of ties for the awards, another series is played to resolve the tie. The series can be repeated again as often as required to break the tie.