



Mixed City Yahtzee

Yahtzee is a four-player team competition in which all throwers must accomplish set throwing goals to receive points.

The Teams

Throwers will sign up for Mixed City Yahtzee as an individual. Teams will be assigned by Urban Axes with the following goals in place:

- Teams will have throwers from at least three cities.
- Teams will have throwers of different genders.
- The combined average of each team be will roughly equal.

The Rules

- Standard device and board change rules apply, clutches are live throughout;
- Throwers select their lane amongst each other and must stay in that lane for the duration of the competition.

Name	Lane
B. Simmons	1
J. Embiid	2
J. Redick	3
R. Covington	4
Total Points	

- In Yahtzee, there is a three-attempt rule, meaning, throwers will have three attempts to accomplish each throwing goal:
 - Each throwing goal has a maximum point value that is only awarded if every thrower hits their goal on their first attempt:
 - Every individual missed attempt will be a ten-point (-10) deduction regardless of whether the team completes the throwing goal or not.
- The throwing goals are as follows:
 - 1's - Each thrower must stick the axe in the 1-point area, worth 100-points;
 - 3's - Each thrower must stick the axe in the 3-point area, worth 300-points;
 - Bulls - Each thrower must stick the axe in the 5-point area, worth 500-points;
 - Zeros – Each thrower must stick the axe in a 0-point area, worth 600-points:
 - The 0-point area is any area worth zero points, but stuck into the 2x10 target boards:
 - A reminder that Clutches are live and will not count as a zero-point area.
 - Straight – Each thrower selects one of the point areas to throw for - 1, 3, 5 or Clutch, worth 700-points;
 - Clutches – Each thrower must stick the axe in the Clutch, worth 1000-points.

Scoring

The following are examples of how Yahtzee scoring works:

- If all throwers hit on their first attempt, they get the maximum point value for that throwing goal and no points are deducted:

		All 1s (100 pts)		
Name	Lane	1st	2nd	3rd
B. Simmons	1	✓		
J. Embiid	2	✓		
J. Redick	3	✓		
R. Covington	4	✓		
Total Points		100		

- Every individual missed attempt is a ten-point deduction (-10):

		All 3s (300 pts)		
Name	Lane	1st	2nd	3rd
B. Simmons	1	✓		
J. Embiid	2	✓		
J. Redick	3	✓		
R. Covington	4	X -10	✓	
Total Points		290		

- When throwing for the Straight, the team will discuss and declare which members are throwing for which point area before they begin their attempts:
 - Throwers cannot alter which point area they are throwing for once it has been declared:

		Straight (700 pts)			
Name	Lane	#	1st	2nd	3rd
B. Simmons	1	5	✓		
J. Embiid	2	1	✓		
J. Redick	3	3	✓		
R. Covington	4	C	✓		
Total Points		700			

- When throwing for Clutches there is one exception to the three-attempt rule:
 - If three of the four throwers have successfully hit the Clutch within their three attempts but the fourth thrower has missed their three attempts, that final thrower gets one bonus attempt to hit the final clutch and complete the throwing goal;
 - If on this fourth, bonus attempt they hit the Clutch and complete the throwing goal, they forfeit their share of the maximum point value, bringing the new maximum value to 750 points:
 - Ten-point (-10) deductions for all missed attempts will still apply:

		All Clutches (1000 pts)			
Name	Lane	1st	2nd	3rd	Save
B. Simmons	1	X-10	X-10	X-10	✓
J. Embiid	2	✓			
J. Redick	3	✓			
R. Covington	4	✓			
Total Points		720			

The team with the highest cumulative score through all six throwing goals wins

		All 1s (100 pts)			All 3s (300 pts)			All 5s (500 pts)			All 0s (600 pts)			Straight (700 pts)				All Clutches (1000 pts)				Final Score
Name	Lane	1st	2nd	3rd	1st	2nd	3rd	1st	2nd	3rd	1st	2nd	3rd	#	1st	2nd	3rd	1st	2nd	3rd	Save	
B. Simmons	1	✓			✓			✓			✓			5	✓			X-10	X-10	X-10	✓	
J. Embiid	2	✓			✓			✓			✓			1	✓			✓				
J. Redick	3	✓			✓			✓			X-10	X-10	X-10	3	✓			✓				
R. Covington	4	✓			X-10	✓		✓			✓			C	✓			✓				
Total Points		100			290			500			-30			700				720				

OVER/UNDER Doubles

Doubles is a partnered competition where both throwers must throw their axe at the same time at the same target for each throw.

The Teams

Throwers can sign up as an individual and be assigned a partner in May OR choose their own partner. Please e-mail partner information and Team Name to Matt Herzberg at mherzberg@urbanaxes.com.

- If you and your partner's combined average is equal to or OVER 144, your team will be throwing Premier Rules.
- If you and your partner's combined average is UNDER 144, your team will be throwing Standard Rules.
- Averages used for teams will be the same as for your averages in the URBAN Urban Open tournament, no updates to averages will be allowed.
- Everyone competes in the same competition, i.e. a team with an average above 144 throwing Premier Rules can be matched against a team throwing Standard Rules

The Rules

- If one teammate throws their axe and it hits the target before the other teammate has let go of their axe, it is an illegal throw and no points are awarded.
 - This call is in the hands of the active referee and not their opponents.
- All axes that stick in the target are awarded points accordingly:
 - E.g. Team "A" throws their first throw at the same time, one axe lands in the 3 and one axe lands in the 5, giving them a combined score of 8 for that throw.
- The number of rounds may vary depending on the tournament, but Clutches can always be called on the 5th throw of a round
 - One or both teammates may call Clutch on the fifth throw
 - E.G. Teammate "A" calls and throws for Clutch and teammate "B" throws a point value within the standard target, or, teammate "A" and "B" both call and throw for Clutch
- Total score wins the match
- On the final throw of the round, teams within their heat will throw in order of highest score to lowest score
- If one of the two axes thrown sticks into the handle of the other, known as a 'Robin Hood', the thrower is rewarded the points scored by the axe it is stuck into:



Tie Breaker

When multiple teams finish with a tied score, there will be a big axe tie breaker to determine their rank when needed.

In a Doubles big-axe tie-breaker both throwers must throw their big-axe at the same time at the same target for each throw:

- Points are live on every throw and a Clutch can be called by one or both teammates at any time.
- All axes that stick in the target are awarded points accordingly:
 - E.g. Team “A” throws their first throw at the same time, one axe lands in the 3 and one axe lands in the 5, giving them a combined score of 8 for that throw.
- If one of the two axes thrown sticks into the handle of the other, known as a ‘Robin Hood’, the thrower is awarded the points scored by the axe it is stuck into:



Vertical Around the World

Vertical Around the World is a race to hit 6 specific spots on the target in order.

- Standard device and board change rules apply for this event

The 6 spots on the target are as follows – the first 5 spots must all be on the center board.:

1. First is low 1;
2. Second is low 3;
3. Third is a bullseye;
4. Fourth is high 3;
5. Fifth is the high 1;
6. Sixth is the Clutch;
 - This is a standard Clutch throw and both Clutches are live.

Each of these throws does not count for its standard point value, rather, it is either successful or unsuccessful.

A thrower may only move on to the next area of the target once they have successfully hit the one before it:

- E.g. On thrower A's first throw they hit the low 1 successfully, which means their next throw is going to be for the low 3:
 - On thrower A's second throw, they are unsuccessful at hitting the low 3;
 - Because they missed the low 3 on their second throw, they must try again.
- This process continues through the course of the contest until they finish by hitting the Clutch.

Throwers are ranked within their heat based on how many throws it took them to complete the order and finish with Clutch.

- The thrower with the least number of throws will finish first, and so on.

Tie Breaker

Whenever multiple throwers complete the order in the same number of throws, there must be a tie breaker to decide who moves on and in what rank.

- A tie breaker in Vertical Around the World is a Clutch-off:
 - A Clutch-off consists of the tied throwers throwing for only clutches;
 - If all throwers miss the clutch on the same throw, they throw again
 - If all throwers hit the clutch on the same throw, they throw again
 - If throwers miss the clutch on the same throw that their opponents hit the clutch, those throwers that missed are eliminated
 - This continues until there is a winner
 - The initial throw in a clutch-off can be either clutch, but throwers must then alternate clutches in subsequent throws.

Team Challenge

Team Challenge is a four-thrower team competition in which all team members must compete in a variety of games. Teams with the highest scores from Saturday will compete for the Trophy on Sunday. We're not saying your team HAS to be from the same city, but we are saying the Team Challenge Trophy is only going back to one location for the year.

The Teams

- Teams must have a combined average of less than 280.
- Teams must have people of different genders.













The Games

JAXE of all Trades: All 4 throwers throw at the same time in 1 arena – taking 15 total throws. The first 5 throws are scored under Premier Rules, the next 5 are 1.5 rotation throws scored under Standard Rules, the final 5 throws are underhand scored under Standard Rules. Clutches are open to be called on the 5th throw of each discipline. Team score will be determined by adding the total number of points scored for all throwers. (Max Points: 324)













Team Big Axe Around the World: Teams will rotate throwers throwing Big Axe in order and have to hit the following sequence: Bullseye, Left Clutch, Left 1, Left 3, Bull, Right 3, Right 1, Right Clutch. Teams START with a score of 300 and each miss counts as negative 20 points. If you get to zero, your team moves on to the next game. (Max Points: 300)

Press Your Clutch! (No Whammies): Teams will throw to accumulate and multiply points. Each Round the possible points goes up, but so does the risk of losing all of your points. Teams must decide to press their luck, or "cash out" with all the points scored. The team must determine the order of throwers before the game starts and the order will stay the same for each round. (Max Points: 440)

- Round 1:
 - Each thrower will take a turn aiming for the board to establish the "Point". Clutches are not live or valid "Point" scores. Once the Point is set, all other throwers will then throw for clutch to try to multiple the Point by 1+ the number of clutches hit. For example, for 1 clutch hit after the Point is established, the Point is multiplied by 2. For 2 clutches hit, the Point is multiplied by 3, up to a max of a 4x multiplier if all 3 clutches are hit. The point times by the multiplier is the score for that thrower's turn.
 - This continues until all 4 throwers have had a turn in round 1, so there will be a maximum of 16 total throws for each team in Round 1 (4 throws per person)
 - If the thrower scores a zero or the axe drops, the other 3 throwers do not throw that turn, and no points are awarded for that thrower's turn.

Round 1	B. Simmons		J. Embid		J. Redick		R. Covington	
B. Simmons	Point:	5		✓		x		✓
J. Embid		✓	Point:	5		x		✓
J. Redick		✓		x	Point:	5		✓
R. Covington		x		x		x	Point:	5
Multiplier (1+ # of clutch)	3		Multiplier	2	Multiplier	1	Multiplier	4
Score	15		Score	10	Score	5	Score	20
Cumulative Score	15			25		30		50

- Round 2:
 - Play is the same as round 1 EXCEPT:
 - On any turn if ALL throwers miss the clutch, the turn is awarded no points AND your team points resets to zero.
 - The multiplier increases to 2+ the number of clutches hit, for a max of 5x multiplier.

Round 2	B. Simmons		J. Embid		J. Redick		R. Covington	
B. Simmons	Point:	5		x		✓		✓
J. Embid		✓	Point:	5		✓		✓
J. Redick		x		x	Point:	5		✓
R. Covington		x		x		x	Point:	5
Multiplier (2+ # of clutch)		3	Multiplier	0	Multiplier	3	Multiplier	5
Score		15	Score	0	Score	15	Score	25
Cumulative Score		65		0		15		40
Total score resets to ZERO if all clutches are missed								

- Round 3:
 - Play is the same as Round 2 EXCEPT:
 - On any turn if TWO throwers miss the clutch, the turn is awarded no points AND your team points reset to zero.
 - The multiplier increases to 3+ the number of clutches hit, for a max of 6x multiplier.
- Round 4:
 - Play is the same as round 3 EXCEPT:
 - On any turn if ANY throwers miss the clutch, the turn is awarded no points AND your team points reset to zero.
 - The multiplier increases to 4+ the number of clutches hit, for a max of 7x multiplier.
- At the end of any turn, the team can choose to bank their points and “cash out.” At that point, “Press Your Clutch” is over for that team.
- Once a turn is started, it must be finished. The team cannot elect to stop throwing mid-turn, when, for example, two throwers have already missed their clutches.