

Urban Open Skills

Jones Cup

The Jones Cup is a mixed team competition using IATF Standard Rules scoring. There are two stages to the Cup; Round Robin and Single Elimination Tournament.

Each team consists of two players of different genders. Each match between two teams consists of three rounds:

- Singles round 1 (best of 5 throws)
- Singles round 2 (best of 5 throws)
- One mixed doubles round (best of 5 throws)

The thrower with the lower IATF average for their most recent league season always throws Singles round 1. Proportional IATF averages will be assigned for non-IATF throwers.

The player or team leading going into the 5th throw, throws first. Clutches are live on the 5th throw of each round and must be called. If there is a tie, IATF League rules apply for locking in the final throw.

Round Robin Format

The competing teams are randomly separated into Round Robin Groups of four and face-off against each of the other three teams in their group in a round-robin format – ***each team plays 3 matches in their Round Robin Group***. The top two teams in each group progress from the Round Robin stage of the event to the Single Elimination Tournament stage. All Round Robin matches are played for that Group before the next Group starts.

Starting lane is determined by Scissors, Paper, Rock, with teams alternating sides between rounds once the lane has been picked by the winner.

Round Robin Scoring

In the Round Robin phase, teams score Jones Points based on number of rounds won. Winning a singles round is worth 2 Jones Points, tying a singles round is worth 1 Jones Point. Winning the mixed doubles round is worth 4 Jones Points, tying the doubles round is worth 2 Jones Points. In the event that two teams tie on the same amount of Jones Points at the end of the Round Robin phase, the following factors (in order) will be used to separate the teams:

1. The highest cumulative axe score during Round Robin
2. The highest number of clutches during Round Robin
3. Head-to-head performance
4. Doubles Big Axe

Single Elimination Tournament Format

Teams will be seeded for the Single Elimination Tournament based off the following factors (in order):

1. The highest Jones Points from Round Robin
2. The highest cumulative axe score during Round Robin
3. The highest number of clutches during Round Robin
4. Scissors, Paper, Rock

In the Single Elimination Tournament phase, teams compete head to head following the same match format and Jones Points as the Round Robin phase, with ties being allowed per round. If the teams are tied on Jones Cup Points after all three rounds (one singles win, one singles loss, one tie; or three ties), Doubles Big Axe is the tie breaker with points and clutches live from the first throw.

If a round goes “out of reach” in the Single Elimination Tournament, the round is over.

Jones Cup Round Robin Score Sheet Example – Group 1, Round 1

Team	Thrower 1					ROUND SCORE	JONES POINTS	Thrower 2					ROUND SCORE	JONES POINTS	Doubles					ROUND SCORE	JONES POINTS	ROUND TOTAL	JONES TOTAL	CLUTCH TOTAL	
	1	2	3	4	5			1	2	3	4	5			1	2	3	4	5						5
PopRocks	5	5	5	5	7	27	2	5	5	5	5	7	27	1	10	10	10	10	7	7	54	4	108	7	4
		10	15	20	27					10	15	20			27			20	30	40					
ChiliStar	5	5	3	5	7	25	0	5	5	5	5	7	27	1	8	8	10	8	7	7	48	0	100	1	4
		10	13	18	25					10	15	20			27			16	26	34					

Team	Thrower 1					ROUND SCORE	JONES POINTS	Thrower 2					ROUND SCORE	JONES POINTS	Doubles					ROUND SCORE	JONES POINTS	ROUND TOTAL	JONES TOTAL	CLUTCH TOTAL	
	1	2	3	4	5			1	2	3	4	5			1	2	3	4	5						5
OnionSnipes	5	5	5	5	7	27	1	5	5	5	5	7	27	2	8	10	8	10	7	7	50	0	104	3	4
		10	15	20	27					10	15	20			27			18	26	36					
Mama Riggs	5	5	5	5	7	27	1	5	3	5	3	7	23	0	10	10	10	10	7	7	54	4	104	5	4
		10	15	20	27					8	13	16			23			20	30	40					

Jones Cup Round Robin Group 1 Standings Example after Round 1

Group	Team	MP	W	D	L	C	TS	Pts
A	PopRocks	1	2	1	0	4	108	7
A	Mama Riggs	1	1	1	1	4	104	5
A	OnionSnipes	1	1	1	1	4	104	3
A	ChiliStar	1	0	1	2	4	100	1

Standings Legend:

MP = Matches Played

W = Wins

D = Draws

L = Losses

C = Number of clutches hit

TS = Total Score for all axes thrown

Pts = Jones Cup Points

Variety Show Yahtzee

Yahtzee is a four-player team competition in which all throwers must accomplish set throwing goals to receive points. Throwers will sign up for Variety Yahtzee as a team.

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.
- Throwers select the type of throw they will be doing amongst each other and must continue with that throw for the duration of the competition.
 - One thrower will throw standard hatchet.
 - One thrower will throw 1.5 spin.
 - One thrower will throw underhand.
 - One thrower will throw Big Axe.
- 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	
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				2280

No Bleed/Touch Clutch
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 and your axe may not bleed outside or into a different point value:

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.