



Time Trials

The Time Trials skill is a timed event comprised of three rounds of four throws each, moving along the targets in a single arena. Players may choose to throw from left-to-right or right-to-left within the arena.

- Standard device and board change rules apply
- Points are accumulated over all twelve throws, with the option to call for clutch at any time
- Each of these three rounds is a different type of throw, and players must use each type
 - Overhand, 1 rotation
 - Underhand, 1 rotation
 - Overhand, 1.5 rotations
 - This type of throw can only be thrown with one hand due to safety reasons
- The competitor may choose any order they wish to throw the three different types of throws
 - However, when they select the type of throw, they must throw all four axes in that round using that type of throw
 - E.G. Player “A” chooses to throw their first round as overhand 1 rotation, meaning they must throw all four axes of that round using that type
 - For their second round, they choose overhand 1.5 rotations, meaning they must throw all four axes of that round using that type
 - For their third round, they throw the last remaining type of throw, which in this case, is the underhand 1 rotation
- The competition begins with an axe on each lane, and with the thrower standing ready at the left or right wall of the arena waiting to start
 - Each round is timed, with breaks in-between rounds to retrieve and reset axes
 - Players must tap the left or right wall to signal the start of each round and begin the timer
 - They then throw, in succession, across the lanes using whatever type of throw they have selected for that round
 - Once they have thrown the four axes in that round, players must tap the opposite wall from which they started to signal the end of the round and stop the timer
- While the timer is stopped, the points are tallied from the four throws of the round, the axes are retrieved from the target and set back up on the lanes, ready for the next round to begin
- Once the axes are reset and the player is in position, the process repeats for rounds two and three using the remaining throw types
- The time and scores of each round are added together for a final score and total time that will determine their rank
 - Highest score ranks first followed by the fastest time as a tie breaker

- E.G. Player “A” throws their first round with the overhand 1 rotation and scores a total of 16 points over 4 throws with a time of 14 seconds. Their second round they throw underhand 1 rotation and score a total of 12 points in 18 seconds, and in their third round, they throw overhand 1.5 rotation and score a total of 15 points in 10 seconds.
 - This gives them a total score of 43 points and a time of 42 seconds
- Players must complete all three rounds with a combined time of fifty seconds (0.50.00) or less
 - Any player that goes over the fifty second mark by any margin (0.50.01), is automatically disqualified
 - Timekeepers will count down the final ten seconds and notify throwers of time remaining between rounds
 - As long as they touch the final wall on their third round to stop the timer without breaking the fifty second mark they are still in the competition even if they did not throw all 12 axes
 - Any axes that are not thrown will receive a score of 0

1.5 Spin Blackjack

In Blackjack, the object of the game is to score as close to, or exactly, 21 points without going over, also known as “busting”.

- Competitors must throw 10 times
- All throws must be overhand and 1.5 rotations
 - This type of throw can only be thrown with one hand due to safety reasons
- All point areas are active at all times, except the Clutch, which is only valid on the 10th and final throw, but does not need to be called prior to throwing it:
 - Accidental Clutches thrown on throws 1-9 will NOT count. Accidental Clutches thrown on the 10th throw WILL count, without being called.
- Any thrown axe that does not stick in the target receives a score of negative four (-4)
- As opposed to standard competition there is no device used, rather, the only throws that score points must be 100% in a single point area:
 - Paint is still in your favor:



GOOD - Axe fully in a point value



GOOD - Axe touching paint but not crossing point values



NOT GOOD - Axe breaking two-point values

- Zeros will be awarded accordingly for axes stuck either between two-point areas or successfully stuck in a zero-point area on the 2"x10"
 - Axes that may stick in the plywood backboard outside of the 2"x10" target boards will receive a score of negative four (-4) similar to a dropped axe
- If a player busts by breaking the score of 21, they are automatically disqualified at that time
 - This means they cannot follow up with a deliberate dropped axe to score negative four (-4) after they have busted to bring their score back below 21
 - You bust, you're out
- Dropping an axe deliberately while approaching a score of 21 to score a negative four (-4), however, is allowed

Tie Breaker

When a winner must be determined in the case of multiple competitors finishing with a tied high score, a regular, overhand big axe tie breaker will take place as follows:

- Order of the tie breaker will be determined amongst the competitors using rock, paper, scissors
- Each player competing in the tie breaker must throw three consecutive big axe throws:

- The object here is to score as close to, or exactly, 7 points without going over, or “busting”.

All the same scoring rules apply to the big axe tie breaker as in standard Blackjack competition. Clutch is open on the third and final Big Axe tie breaker throw and does not need to be called.

- Accidental Clutches thrown on throws 1&2 will NOT count. Accidental Clutches thrown on the 3rd throw WILL count, without being called.

Blind Date Doubles

Doubles is a partnered competition where both throwers must throw their axe at the same time at the same target for each throw. For Clutch City Classic, your “Blind Date” partner will be revealed to you no later than Wednesday, September 15th.

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
- 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 heat
- 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 tiebreaker 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:



Team Big Axe Around the World

This team competition is a race to see which team can complete Big Axe Around the World in the LEAST number of throws.

The Team

- Throwers can sign up as an individual and be assigned a team OR choose their own team. Please e-mail team information and team name to Matt Herzberg at mherzberg@urbanaxes.com.
- Teams consist of 4 throwers.

The Rules

- Teams will rotate throwers throwing Big Axe one at a time, in order. One your team starts a round with a specific order, that order cannot be changed. However, the thrower order can change (or reset) between rounds

- Teams have to hit the following sequence: Bullseye, Left Clutch, Left 1, Left 3, Bull, Right 3, Right 1, Right Clutch.
- If a thrower hits their target, the next thrower moves on to the next point value. If the thrower misses their target, the next thrower must throw for the same value.
- Teams START with a score of 320 and each miss counts as negative 20 points. If you get to zero, the round is over.

The Format

- Each team will complete two rounds of Big Axe Around the World. The teams with the highest cumulative after two rounds will compete in the Team Big Axe Around the World final.