

## World Championship in Knife- and Axe Throwing / Big Throwers Meeting August 8-11 2019, Newark, Great Britain



### Rule Snapshot



The official and most up-to date rules for the 2019 World Championship are available at

<http://www.knifethrowing.info/Championship>

For your convenience this documents provides in one file a snapshot of the rules, as they were published in December 2018. Remember to check the address above for updates.

## Championship Rules

Also in 2019, We will employ the European Knife and Axe Throwing Rules (version 2010, see below).

For each event, the thrower has to show up with **three throwing tools (knives/axes)**. Exceptions only for throwing tools damaged during the meeting.

If ties need to be resolved, the following additional ranking factor will be used: The number of times a participant scored a 5-point stick (further using 4-3-2 sticks if necessary).

We will have the following standard events:

- Knife 3m, 5m, 7m
- Axe 4m, 7m
- Knife and Axe: Long distance
- Experimental: Axe 5m "Handle Up" (Only for this single-distance event, it is mandated that the axe must be sticking with its handle pointing upward.)

## **Combined Rankings**

For the precision events, there will be four combined virtual rankings: For women, men, knives and axes separately. Knives combine the 3m, 5m and 7m events, axes combine the 4m, 5m and 7m events.

The points achieved in each event will first be normalised, and then summed up. Normalisation here means that in each event, the best thrower will receive 100 normalised points. This ensures that a point in a more demanding event (like 7m knives) also carries more weight in the combined ranking.

The combined precision rankings are the basis for qualification for the event World Championship Precision (Walkback) and the ranking of countries. There are no other rankings that combine several events.

## **Ranking of Countries**

The three countries with the best throwers will be recognised.

The country rankings will be based on the normalised cumulative precision scores of the top five throwers of each country. The score is thus based on the results of the six knife and axe precision events. Countries with less than five participants who have thrown the full six precision events will not be included in the respective ranking.

## **World Championship Long Distance**

Titles to win in the long distance event: *World Champion in Long Distance Knife/Axe Throwing*

## **World Championship Precision**

For the titles of *World Champion in Knife/Axe Precision Throwing*, we will use the walk-back-mode.

Only the 20% best throwers from the standard precision events (including axe 5m) are qualified for this event. Minimal number of participants per title: men 20, women 5.

The event will be held at the following marked distances: Knife 3, 4, 5, 6, 7m, axe 4, 5, 7, 8, 10m.

The thrower will throw at 4 target groups (we say he makes 4 "runs"). At each target group (consisting of three targets), he will throw one round of three throws per distance mark - starting behind the closest distance mark and moving back behind the next distance mark after completing the previous round. He will thus throw at all distance marks in one run. The number of throws in one run at a target group is thus: 5 distances x 3 throws per round = 15 throws.

The thrower does not have to stand at the distance mark, but can move back a maximum of 100cm minus the length of his foot.

## **Experimental events**

### **Duel Cup**

As usual, the Duel-Cup will also be held. Pairwise throwing, the participant who hits the target faster after the signal goes on to the next round. An electronic system will determine which thrower sticks it first!

The standard Duel-Cup rules (see below) will be employed.

This year, we will have a qualification round using **Time-preselection**. The final will see the 16 fastest throwers competing.

The following rules will ensure a smooth proceeding of the Duel-Cup:

- It is your responsibility to find your duel partner, and come to the duel together - think of it as finding a new friend, and compete with her.
- The organiser can make a final call for a duel pairing. A participant not showing up 10 minutes after this final call is automatically disqualified. The final call can also be requested by a duel participant not being able to locate his partner despite own search efforts. For throwers whose partner is disqualified in the preselection round, a partner will be provided to obtain a time ranking.

### **No-Spin**

You throw your knife from the handle, with no spin, in walk-back mode. Minimum weight: 230g.

Title to win: *World Champion in No-Spin Knife Throwing*.

See detailed rules below.

### **Speed**

Put as many knives in the target as you can in 20 seconds. Minimum distance 3m. Minimum weight 200g.

See detailed rules below.

### **Silhouette**

Knife/Axe throwing into targets that are grouped around two circles (the silhouette). Hits inside the silhouette will cost you a penalty of minus 10 points.

See detailed rules below.

### **Mountain Man**

Rules to be announced.

# European Knife- and Axe Throwing Rules (Version 2010)

## Target / Points

The target is a circle measuring 50cm in diameter; it is partitioned into 5 concentric rings with the following diameters (and colours): 10cm (black), 20cm (white), 30cm (red), 40cm (white), 50cm (red).

Points: the centre (bullseye) earns 5 points, 4/3/2/1 points are awarded for the respective outer rings.

Heights of the targets (measured from the bullseye to the ground): 1.30m up to 1.60m.

## Events

### Standard events:

Knives 3m, Knives 5m and Knives 7m.

Axes 4m and Axes 7m.

Distances given for these events are minimum distances. You must not stand closer to the target, but can move a maximum of 2m back (both for knives and axes).

You have 21 throws per event. For each target you are allowed one test throw, which has to be declared as such in advance.

In case of bad weather, narrow time constraints or other emergency situations, the organiser can decide to hold only 15 throws instead of 21.

The points are summed up per event. Additionally, for informative purposes the fraction of the achieved points divided by the maximum number of points achievable in this event will be given in percent.

### Long distance:

Same rules for knives and axes.

Whether a throw is valid is decided analogously to the counting rules.

The target is a circle with a diameter of 1m.

The goal is to achieve a stick in this circle from the farthest distance.

The minimum distance to the target is 4m. From here, areas of 3m in length follow (that is, 4-7m, 7-10m, 10-13m,...). The contestant chooses a distance in the first area, from here he has 3 throws (there are no test throws). If he achieves a stick, he may proceed back further away from the target

and has again 3 throws. He may go back at most into the next area. The procedure ends if 3 throws are unsuccessful; The distance achieved will be noted, measured to the centimetre. The areas only concern the measuring of the distance, not the throw itself (for example, it is allowed to throw from a distance of 6.99m even though one stands in two areas at once). After the first throw in an area, it is forbidden to go back to an area closer to the target. As a further restriction, once a distance is chosen, for the current 3 throws the contestant may change the distance only within the 2m-range of 1m towards and away from the target.

## **Sports Equipment**

### **Knives**

Only knives with a rigid blade, longer than 23cm and with a blade narrower than 6cm.

### **Axes**

Minimum weight 500g, maximum breadth of the blade 12cm.

## **Counting / Schedule**

After each evaluation, the arbiter retrieves the throwing tools and brings them back to the thrower.

The thrower can request that, before another throw at a target, the throwing tool sticking there be evaluated and removed.

The tool will be counted exactly as it is sticking in the target, it will not be redressed perpendicular to the target.

For a throw to be valid, a knife's tip and an axe's blade must stick.

With double-bladed axes, only sticks with the handle down are valid. If both blades touch the target, the throw is invalid.

The best ring that is cut will be counted (in doubt, pull out the blade to verify the cut).

Distances are measured from the tip of the foot that was closest to the target during the throw. It is thus forbidden to transgress the minimum distance lines, doing so will make the throw invalid (0 points).

If more than 5 women participate, there will be a separate ranking for them.

Throwers from all countries can participate in the contest. The nationality plays no role whatsoever in determining the rankings and winners. For the national championship only, organisers have the option to solely allow participants from their country; In this case, the exclusion of foreigners must be clearly communicated when advertising the event and inviting to it (even in-country).

## **Safety / Organisation**

A first-aid kit must be available on site.

Throwing at the competition targets is only allowed under the supervision of an arbiter.

Throwing at the training targets is only allowed if an official range officer is present. The range officer observes the throwing and intervenes before dangerous situations arise.

The rectangular area 10m in front of and 3m to both sides of the targets is roped off, only contestants and arbiters are allowed here. It is forbidden to stay behind the targets.

There is a minimum distance of 6m between the targets.

Participants under 18 years must be accompanied by a parent or legal guardian.

The main referee is always right. If you do not observe the rules, especially those meant for security, you will be disqualified and sent off the place.

Every participant has to have a third party liability insurance, if this insurance is offered as standard option by insurers in the thrower's home country.

Every participants has to sign that he accepts the rules, and that he takes part at his own risk.

## **Name of these Standard Rules**

These rules are called „European Knife and Axe Throwing Rules“.

The official rule document is in English language, translations are provided for convenience only.

## **Comments**

It is not obligatory to heed the following comments, but they help in creating a uniform throwing experience:

A target construction normally consists of 3 separate targets, which will be thrown at clockwise.

The best material for targets is end grain wood, for example the slice of a tree.

## Duel Cup

In this knockout tournament, you compete in pairs (=duels). Only the winner of a duel goes on to the next round. The winner of the duel of the last round is the winner of the duel cup. Only the winner will be awarded.

A duel consists of 3 runs. He who wins the most runs wins the duel. If, after 3 runs, none of the participants has won a run, both throw at their target; the participant whose knife sticks closer to the centre wins the duel. If there is a 1:1 tie in runs, there will be more runs until one thrower wins a run. Before each duel, the participant is allowed one test throw.

The start pairings are drawn randomly.

It might be that for this knockout tournament, there are less than the fitting  $2^n$  (example: 16, 32, 64) participants  $P$ . Then a number of participants will be randomly drawn - they receive a free bye and will go to the first round without throwing. The remaining participants compete in a preliminary round. The number  $X$  of participants drawn is such that there will be fittingly  $2^{(n-1)}$  participants for the first round ( $X = 2^n - P$ ).

(Example: If there are 23 participants, then this is less than the suitable 32. Thus  $X = 32 - 23 = 9$ . This means that 9 participants will be randomly drawn to go on without throwing. The remaining 14 compete in the preliminary round. The 7 participants that won in the preliminary round plus the 9 participants drawn make suitable 16 participants for the first round.)

## A Run

The knives thrown must conform to the standard rules; Only throws from the handle are allowed.

The target diameter is 50cm. The two targets stand at least 4m apart.

The distance for the throw (front foot measured) is between 3m and 3.50m. The shoulder is parallel to the target, the face is oriented towards the target; the palms lay on the chest, directly under the throat, one hand atop of the other (= starting position).

The knife is in a sheath. The sheath is fixed on a belt, or it may be tugged into the clothing or belt. A thrower has the right to hold the sheath with his non-throwing hand (this hand then doesn't have to be placed on the chest). The middle of the knife is lower than the navel.

A referee enquires with "Ready for test?" (test throw) / "Ready for competition?" (competition throw) if both throwers are ready. After both affirm with „OK“, the referee confirms with „Start“. Then, the referee activates the duel measuring device: After a random time interval (1-4 seconds) the device gives the signal to throw. The signal is an optical one, which can be supplemented by an acoustic one. After the signal, the throwers have 5 seconds time for their throw.

The winner of the run is the thrower whose knife sticks in the target first. If the two knives hit at the same time, the thrower whose knife sticks closer to the target centre is the winner.

## **Referees and Decisions**

The decision which of the both knives hit the target first will be taken by a duel measurement device (based on the readings of its sensors). The decision „same time“ can occur for hits within 10ms. The measuring device has a temporal resolution better than 1ms.

For each Duel: For his first false start, the thrower receives a warning. From his second false start on, the thrower loses the current run.

The main referee announces the pairings, and keeps the score (rounds and duels). He is responsible for the course of the competition, and takes final decisions.

For each two-target duel setup there will be two referees. Referee A operates the duel measurement device and - together with referee B - watches over the correct starting position and false starts (time, distances). If there is more than one duel setup, at each duel setup there will be a score keeper who communicates the results to the main referee.

To protect themselves, the referees do look out for rebounding knives, and do stand in a safe distance: at least 2m away from a thrower, at most 50cm closer to the target than a thrower, and not between the throwers.

## **Time Preselection Round (as employed in 2019)**

At big events (more than 38 participants), the following preselection round can be used to make the Duel Cup more flexible and faster:

Each participant makes a time duel against a randomly selected opponent. For each participant, the times of the throws (signal until stick) are recorded, only the fastest time counts. If a participant has no valid hit, this time be 2000ms. If, after three runs, none of the participants has won a run, the duel terminates. If a participant wins the first two runs, the duel ends (same as in the later rounds). The winner of a duel gets a bonus of 50ms off his fastest time. Additional rules for false starts: The participant responsible for the false start receives a penalty of 100ms added to the fastest time, and the opponent has the right to three undisturbed throws. After the preselection round, the participants are then ordered by their fastest time. The 16 best participants, numbered 1 to 16, do enter the knockout tournament with the start pairings for the knockout pyramid as follows: 1,9;5,13;3,11;7,15;2,10;6,14;4,12;8,16; If this preselection round is employed, the three best participants can be awarded (using an additional duel to determine the third place).

The official rule document is in German, translations are provided for convenience only.



## No-Spin Throwing

### The Goal

1.1 Precision event testing the throwing skills using a specific knife throwing technique: “No Spin”.

The knife is to be held by the handle for throwing, and after release the knife will rotate (end-over-end) for at most 180 degrees before sticking.

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. Additional limit imposed for the total length: must be between 23cm and 35cm. Minimum weight: 230g.

2.2 The event „Instinctive Throwing“ tests the mastery of specific throwing techniques. Therefore the following limitations are imposed:

- Prohibited are all devices stabilising the flight, such as feathers, wings or ribbons.
- Throwing is done by hand. Prohibited are throwing aids such as Atlatl spear throwers, slings, or strings that impart rotation. The throwing aids include the Spanish Gyro throwing knives. Due to a number of factors (finger acting as spear thrower, stabilising rotation along the longitudinal axis), those throwing knives fly with the tip steadily pointing towards the target, thus reliably sticking independently of the distance or the skill of the thrower.

### Schedule and Counting

3.1 The thrower does have 3 test throws. He signals to the arbiter once ready to start the scoring throws.

3.2 Targets and counting as in the precision events.

3.3 If a competitor wants to move during throw motion, he is permitted to do so, as long as the minimum distance line is respected at all times.

3.4 Throws are done in walk-back mode, from 5 given distances. Each thrower will throw 4 rounds, each consisting of a series of 3 knives per distance. The total number of scoring throws is thus 60 and the maximum score is 300 points. Mandated distances: 3, 4, 5, 6 and 7m.

(Throwing knives may rebound from the target to the thrower. To avoid injuries, by giving enough time for safely stepping away, the minimum distance is set at 3m.)

## Speed Throwing

### The Goal

- 1.1 Throw and stick as much knives as possible in a target of 50cm in diameter, within 20 seconds.
- 1.2 This is a combined event for women and men.

### The Knives

2.1 The organiser will provide three sets of 30 knives each. Two sets will be handed out for training, one is reserved for the competition.

2.2 Throwers who want to use their own knives can do so, as long as their knives fit the following restrictions:

Total length: between 23 and 35cm.

Blade diameter: between 30 and 60mm.

Weight: minimum **200g**.

### Schedule

3.1 The minimum distance for the throw is 3m.

3.2 The thrower places the knives on a table. The table may be moved for the convenience of the thrower.

3.3 The thrower has three test throws to find the distance.

3.4 Before and during the 20s, the thrower may hold as many knives as he wishes in the non-throwing hand.

3.5 The knives must be thrown one by one.

3.6 The arbiter will give the signals for the start [ Ready ? Go ! ] and the end [ Stop ! ] of the throwing. The arbiter will measure the time himself. A thrower who starts before the start signal, or consciously throws after the end signal will be disqualified.

### Counting

4.1 Each knife sticking is worth 1 point.

4.2 In case of ties for the top-3, there will be additional throws. An additional throw has a duration of 10 seconds and can be run again as often as required to break the tie.

## Silhouette Throwing

### The Goal

1.1 Throwing 15 throwing tools precisely into target areas arranged around two red circles (the silhouette). The 15 circular target areas are of 10cm diameter each, and have a distance of 12cm to the silhouette.

1.2 This is a combined event for women and men.

### The Throwing Tools

2.1 For silhouette knife, the thrower may use the knives as permitted for the precision events.

2.2 For silhouette axe, the thrower may use the axes as permitted for the precision events.

### Schedule

3.1 The thrower stands in front of the silhouette target, in a distance of at least 3m (knife) / 4m (axe).

3.2 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.

3.3 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.

3.4 The sequence will usually be throw in five series of three throwing tools each.

3.5 If a throwing tool sticking in the target blocks the next mandatory target, it will be scored and taken out.

### Scoring

4.1

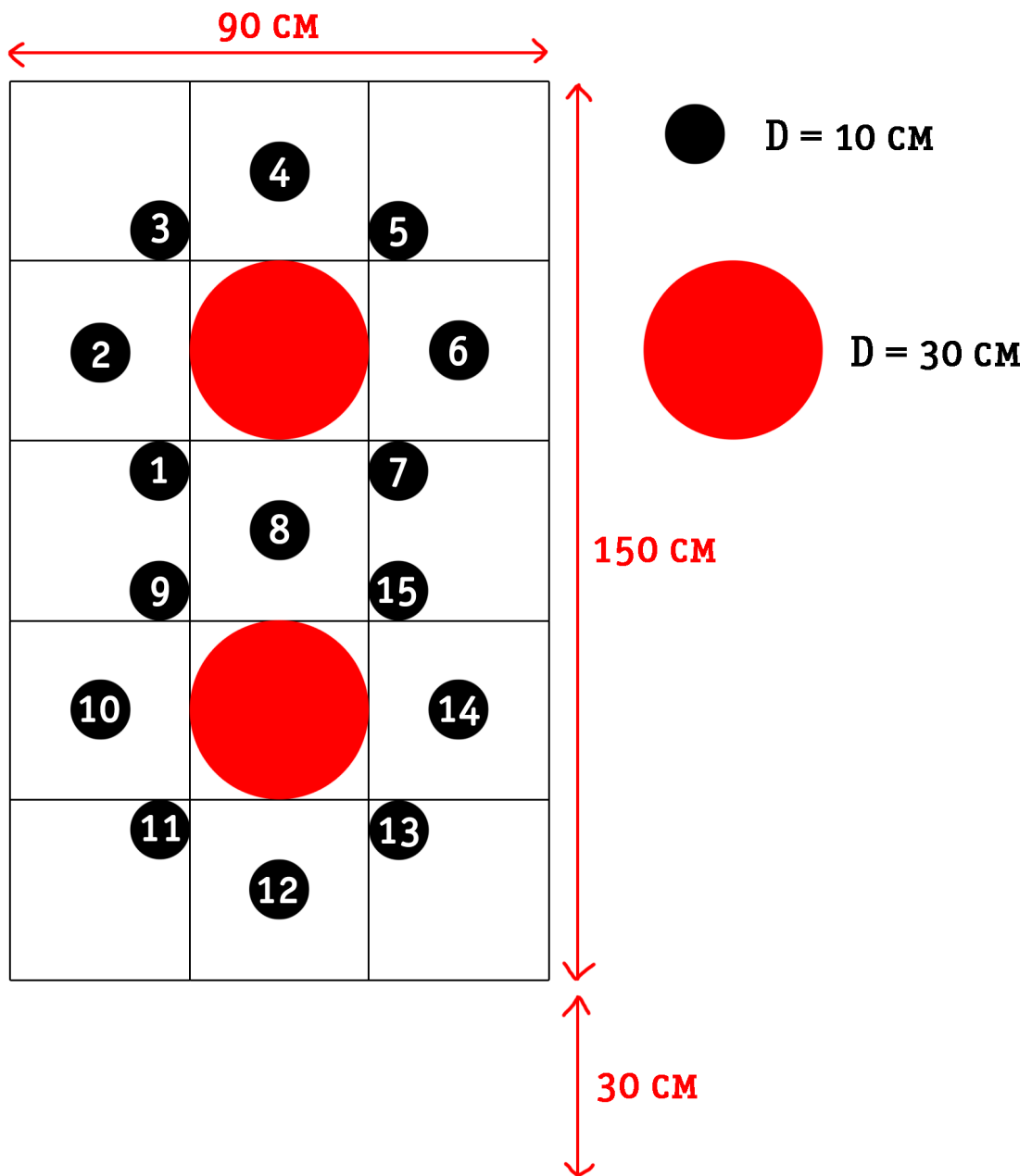
→ **5 points** for each stick in the right target.

→ **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.

4.2 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 targets). The additional throws can be repeated again as often as required to break the tie.

## Silhouette Target



World Championship Newark 2019; Snapshot of the rules as of December 2018; Official and most up-to-date rules in several languages available at <http://www.knifethrowing.info/Championship>

## Standard Target



Detailed measurements see Standard Rules above.

It is not mandatory to plant each thrown knife into the bullseye.

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