

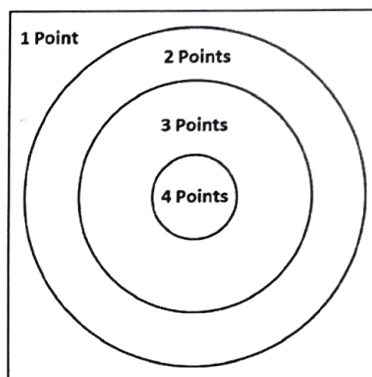
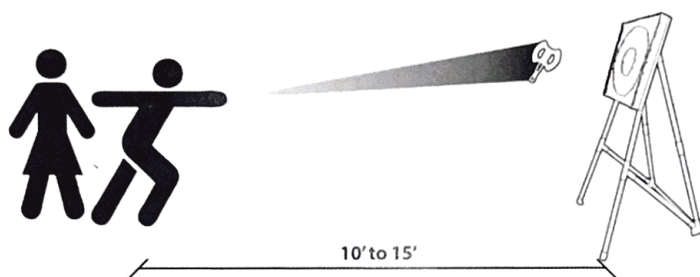
# Axe Throw

## Object of Game

Players take turns throwing the safety axes at the target. Each section of the target is assigned point values. Points are accumulated after every round until one player reaches 21 points. The first player or team that reaches 21 points wins!

## Setup

- Set up the axe throw target according to the instructions
- Establish a throwing line about 10-15 ft. from the target.
- Determine a throwing order, usually going from youngest to oldest.
- Try a few warm up throws. Safety axes stick best when thrown lightly at the target.



## Go Play!

- Scoring:
  - 1 Point: Throw lands in the GREY section of the target.
  - 2 Points: Throw lands in the BLUE section of the target.
  - 3 Points: Throw lands in the WHITE section of the target.
  - 4 Points: Throw lands in the RED section of the target.
  - 0 Points: Throw that misses the target completely, or doesn't stick in the target
  - The first team to reach 21 points wins the game.
  - If an axe lands on the border of two point zones, award the points to whichever zone the majority of the blade lands. If it's evenly in two zones, award the higher point value.
- Game play:
  - Players take turns throwing the 4 axes and tallying their own scores.
  - Play continues until one player reaches 21 points. Once a player reaches 21, each player gets one last chance to reach 21. If at least one player reaches 21 (or more), the game goes to *sudden death*.
  - In the sudden death round, the player with the highest round score wins! If after one round, there's still a tie, additional sudden death rounds are played until there is a clear victor!

## Game Variations

### Step It Back

Establish 6 throwing lines, the first at about 6 feet away from the target, and each subsequent line 1-2 feet further back. Each player gets 1 throw to hit the target. If a throw lands in the WHITE area, the player can move back 1 line. If a throw lands in the RED area, the player can move back 2 lines. If a player misses, they can either stay at their current position and wait for their next turn, or take a "chance" throw, but be careful, a missed "chance" throw means back to the beginning! A chance cannot be taken at the first line. The first player to hit from the furthest line, wins!