

Global Axe-Throwing Commission



Competition Rules for sanctioned events

Overview of Proof

Version	Date	Author	Subject
1.0	22/09/2019	Andreas Rettig	document creation and publishing
1.1	24/09/2019	Andreas Rettig	number of throws in the qualification
1.2	12/01/2020	Ryan McIntyre	General editing

Competition Rules for sanctioned events including; World Championships, continental and national championship level tournaments

Note: These rules are valid for double-bitted axe throwing tournaments wishing to be sanctioned by the Global Axe-Throwing Commission (GAC) as the official World, continental and/or national championship.

It's recommended to these rules be adopted for local or regional competitions as well as any and all qualifiers for championship level tournaments.

The documents about rules of double axe throwing and the safety rule are a part of this document.

With the increasing of the number of throwers it could be happen, that a limitation for participants is necessary. This means, depending on the national structures in each country, that qualifications has to be organised in each category. Details for this national qualification will be set up to a later point in time.

It is strongly encouraged that a GAC board member be present at a GAC sanctioned event to provide advice and direction to an organizer.

Who can execute a World Championship?

In general, every country, federation and/or club is eligible to organize and execute a World Championship, with the prior written approval of the GAC. For a better planning and overview, it's desired, that interested clubs/country federations apply to the GAC to host a sanctioned event at minimum;

- Two (2) years prior to the World Championships
- One (1) year prior to a continental or national championship

This period gives the GAC enough time to review and approve an application, and the successful proponent the opportunity to announce their hosting rights during the previous championship event.

Overview over upcoming World Championships

Year	Country	Federation/ Club
2017	Germany	Asgard
2019	Sweden	Swedish Axe Throwing Society
2022	Canada	Nova Lumberjacks Society
2024	Undetermined	TBD
2026	Undetermined	TBD

Single Individual competition

The Individual competition is the main event for a championship level tournament. Depending on the number of throwers and available time, it's possible to have different categories and number of throws.

Throwing categories

- Male/ Female
- Junior/ Senior- younger than 16= junior, all others senior
- Teams

Qualification and Finals

The setup of a competition with 3 final rounds (Quarter final, Semi Final and Final) is valid as of a total number of 50 throwers in a category. For categories with less than 50 throwers it's possible to skip one or two of the final rounds. It's recommended that every thrower has one practice throw on each target.

The set up for a team competition will be explained in a separate part of this document.

For the scoring and ranking only, the total number of points is relevant. The number of 5-point hits will not count.

- **Qualification**

During the qualification round every thrower in each category should have at least 18 throws to have the possibility to reach the next round. If it's enough time, it's possible to give every participant maximum 36 throws. It's possible to organize a qualification with 24, 30 or 36 throws for each thrower. The segmentation should be six (6) throws in one round, before the next group of throwers starts.

After the qualification the throwers with the best results move forward to the next round.

If a tie results during qualification, only those competitors tied for a cut-off position will throw-off. The winner of the throw-off is the thrower with the highest score after 3 throws. If a tie remains, one-throw sudden death rules will apply.

- **Quarter Final**

All throwers start with 0 points- the number of points from the previous round do not carry over to the next round.

Approximately 50 percent of all participants in each category should reach the quarter final. In the quarter final each thrower has minimum twelve (12) throws. After the quarter final round, the throwers with the best results move forward to the next round.

If a tie results during quarter final, only those competitors tied for a cut-off position will throw-off. If there is need to determine a paying position which is not moving on to the semi-finals, those competitors will throw-off as well. The winner of the throw-off is the thrower with the highest score after 3 throws. If a tie remains, one-throw sudden death rules will apply.

- **Semi Final**

All throwers start with 0 points- the number of points from the previous round will not carry forward to the next round

Approximately 50 percent of the quarter final participants should reach the semi final. In the semi final each thrower has minimum (12) throws. If a tie results during quarter final, only those competitors tied for a cut-off position will throw-off. If there is need to determine a paying position which is not moving on to the semi-finals, those competitors will throw-off as well. The winner of the throw-off is the thrower with the highest score after 3 throws. If a tie remains, one-throw sudden death rules will apply.

- **Final (Championship Round) – Alternative A**

All throwers start with 0 points- the number of points from the previous round will not carry forward to the next round.

The number of participants of the final round should be divisible by 6 (or by the total number of targets). In the final round each thrower has 6 throws. If two or more throwers have the same result after the 6 throws the hold a throw-off of 3 throws. The best result gets the higher placement. The throw-off can repeated as much as needed. If a winner is not determined after 3 throws then the winner is determined by a one-throw, sudden death throw-off.

- **Knockout (KO) Final – Alternative B**

The K O Final (also known as: last man standing final) is a different kind of a final round. All throwers start with 0 points- the number of points from the previous round will not carry forward to the next round.

The number of participants of the final round should be divisible by 6(or by the total number of targets). Each thrower has 3 throws and after this the thrower with the lowest score is out. This will repeated until only one thrower is left. This thrower is automatically the winner in his/her category. A throw-off between two or more throwers is only required, to define which of them will reach the next round. The winner of a throw-off is the thrower with the highest result after 3 throws.

Team Competition

A team competition is a requirement for a World Championship sanctioned event but can be offered at any tournament. A team is comprised of three (3) throwers. A thrower can only participate in one team. Team will compete in either the Men's, Women's or Open category. If a team is co-ed and there is no Open category, they must compete in the Men's category.

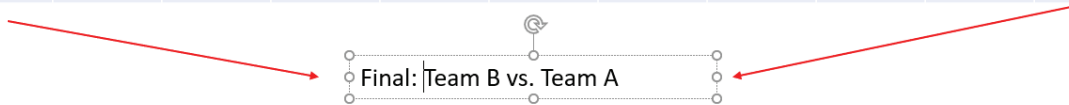
The most common structures for a Team Competition are as follows:

- A similar mode like the single competition;
- Classic Competition Style;
- qualification > quarter and/or semifinal > final;
- Single Elimination Style 1 vs 1 and drop out after 1 lost round;
- Double Elimination 1 vs 1 and drop out after 2 lost rounds (please see pictures)

Start	Round 1	Round 1	Round 1	Winner
Team A	Team A			
Team B		Team A		
Team C	Team C			
Team D			Team A	
Team E	Team E			
Team F		Team E		
Team G	Team G			Team A
Team H				
Team I	Team I			
Team J		Team I	Team I	

Red = out

Finalist 2	Lucky Loser Round 5	Lucky Loser Round 4	Lucky Loser Round 3	Lucky Loser Round 2	Lucky Loser Round 1	Start	Winner Round 1	Winner Round 2	Winner Round 3	Finalist 1
						Team A	Team A			
					Team B	Team B		Team A		
				Team B		Team C	Team C			
			Team B	Team C	Team D	Team D			Team A	
		Team B				Team E	Team E			
	Team B				Team F	Team F		Team E		
Team B			Team F	Team F		Team G	Team G			Team A
	Team I	Team I		Team G	Team H	Team H				
		Team E	Team E			Team I	Team I			
			Team J	Team J	Team J	TEAM J		Team I	Team I	



Red= drop out after 2 lost rounds

For each round teams should have 18 throws; meaning that each team member gets six (6) throws. For an efficient execution in the team competition, it's recommended that all teams stay nearby the throwing area.

How to organize a competition

To organize and execute a competition requires a lot of time, infrastructure and resources. The following chapter provides some information and recommendation for an efficient event that is enjoyable for throwers and spectators. It is strongly recommended a GAC representative be present at the event to aid in execution and to provide advice and direction.

- **Number of targets**

For the competition, a minimum 6 competition targets and minimum 3 practice targets are required. Between the two target groups should be enough space, that they did not hinder to each other and the safety is always guaranteed (Approx. 2m minimum). Due to the quality of wood and damage during the event, it's necessary to have enough spare targets prepared for install and on hand for quick change-overs if required. As kind of wood its recommended soft wood like Cedar, Pine, Spruce, Aspen or Fir. The thickness should be around 16 inches (40cm).

For a stable standing it's important that the rear support (leg holding the back-leaning weight of the target) is long enough (10 ft/ 3m). Upright legs must be an appropriate length, relative to the target diameter, to ensure bullseyes are 5ft from the ground.

- **Number of referees and jury**

2 target judges should be employed plus at least 3 score table members should be present. For a good and clear communication between the scoring judge and the scoring table a headset should be used, and in addition the points should be shown with hand signs. This means, that between scoring judge and score table, eye contact is made and points confirmed for each throw.

- **IT Equipment**

For scoring and ranking it's highly recommended, to use an IT based calculation program. As backup it's suggested to tally the points manually. To use an IT system allows the organizers to announce the results very quickly and comprehensible. Wherever it's possible to show the scores and ranking via a TV screen or projector, it should be used. All announcements during the competition should be done by microphone and speakers.

- **Standard Scoring Program**

It's highly recommended that all points will be stored in a standard scoring program, that calculates scoring totals automatically- including ranking for each round. During a competition this program should be available offline so internet is not required.

- **Opening/ Closing**

Every competition should be started and ended with an official ceremony. During the opening ceremony the competitors will informed about the rules, timetable and the modus operandi (tournament operating format) of the competition. In the closing ceremony the award ceremony will be executed. It is important that the organizer advertise these events to maximize spectators.

- **Communication**

For a well-organized event, communication and frequent results announcements are very important. It starts with a pre information for competitors and advertising of the event for spectators about an upcoming event and it ends with the closing ceremony. The further out an events date and venue can be announced, the better. This helps to provide ample time for competitors to plan their travel and accommodations, especially for international travelling athletes.

During the competition it's necessary to inform all competitors and spectators on a regular basis. Announcing which competitors are "on-deck" (i.e. throwing in the next round) is important to ensure throwers are ready to throw when called and there is limited down-time between rounds.

Glossary of Terms

- **Strong back** - support brace supporting the impact of the impact of the axe
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Related documents

- **Link security rules**
- **Link axe throwing rules**
- **Scoring program**
- **Application form to host a sanctioned GAC tournament**