



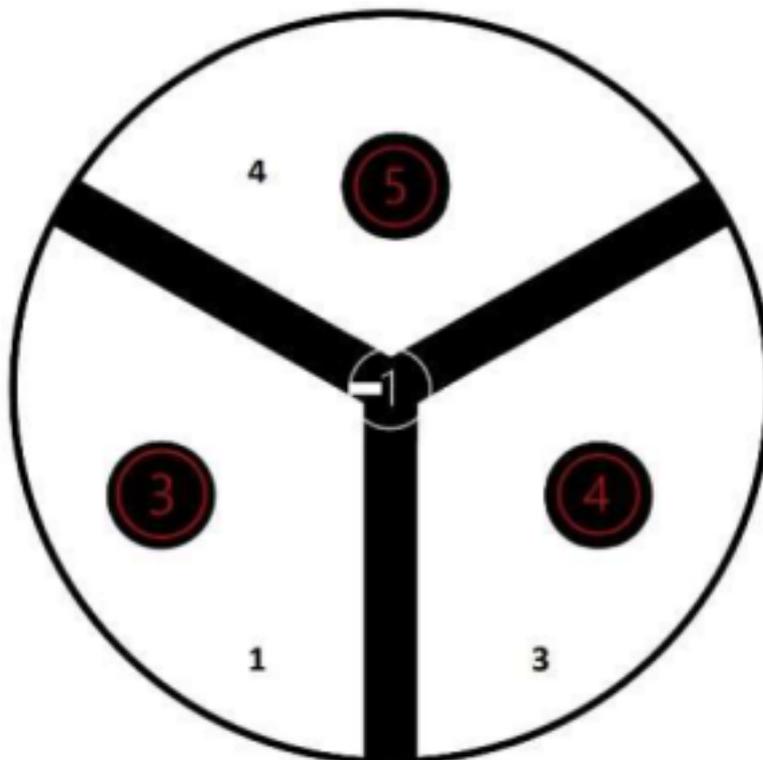
## Procedure

The thrower has 12 total throws available, without recovering weapons until the end of the 3 throws for each distance.

- 1st round: 3 throws from 3 meters and recovery at the end of the 3 throws.  
3 throws from 4 meters and recovery at the end of the 3 throws
- 2nd round: 3 throws from 3 meters and recovery at the end of the 3 throws  
3 throws from 4 meters and recovery at the end of the 3 throws

## Score

- 1st segment: 5 points if the axe without rotation cuts the black dot, 4 points if the axe without rotation cuts the segment. 0 points if another segment is hit or if the axe rotates. -1 point if the axe without rotation cuts the black band
- 2nd segment: 4 points if the axe without rotation cuts the black dot, 3 points if the axe without rotation cuts the segment. 0 points if another segment is hit or if the axe rotates. -1 point if the axe without rotation cuts the black band
- 3d segment: 3 points if the axe without rotation cuts the black dot, 1 point if the axe without rotation cuts the segment. 0 points if another segment is hit or if the axe rotates. -1 point if the axe without rotation cuts the black band



### **Qualification and winner**

There is only one winner for this game.

Each athlete has the opportunity to qualify by completing 2 rounds after which a ranking will be established.

The 4 athletes with the highest total score will advance to the semi-final.

The final will be between the 2 athletes who achieve the highest total points during the semi-final and the athlete with the highest total points wins.