

Mountain Man

The game is played with 1 knife (thrown 5 times) and 1 axe (thrown 5 times).

The fault line is 3m for both knife and axe – you can stand anywhere behind this line

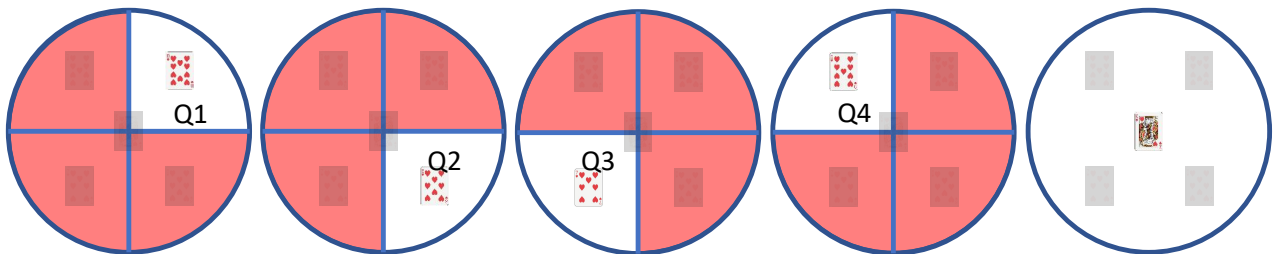
You can have 1 practice throw with each implement to confirm your distance.

The target is divided into quarters. Each quarter contains a playing card.

You throw at the quarters in this order: Knife Q1, Q2, Q3, Q4, Centre Card; Axe Q1, Q2, Q3, Q4, Centre Card

If your knife or axe pierces the playing card without tearing the edge (a 'centre cut') you score 3 points.

If your knife or axe cuts the edge of the playing card (an 'edge cut') you score 2 points.



If your knife or axe sticks in the correct quarter, but does not touch the card, you score 1 point.

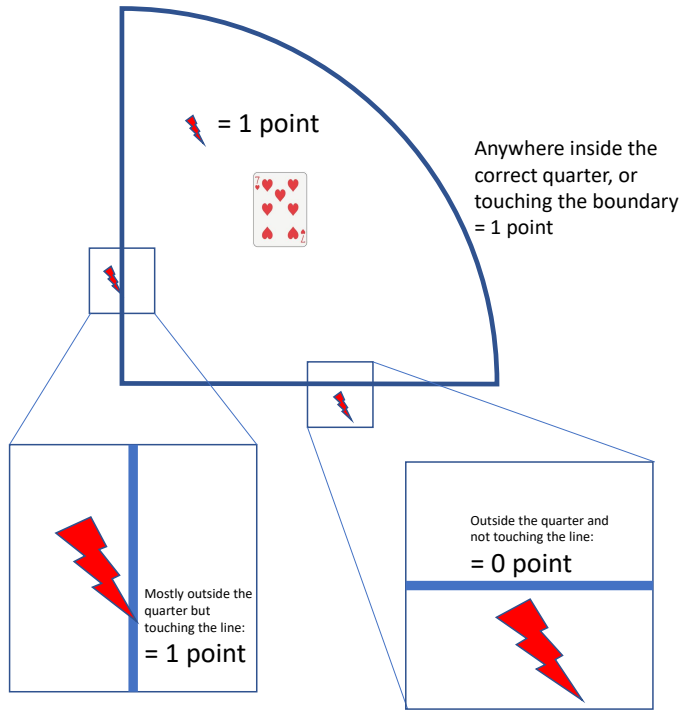
Your final knife and final axe will score 3 points for a centre cut on the central card, 2 points for an edge cut on the central card and 1 point for a stick anywhere else on the target face (including the other playing cards).

Damaged cards will be replaced – it is traditional to keep your "3 pointers" as souvenirs.

If your knife or axe sticks, but it is in the wrong quarter, you score 0 points.

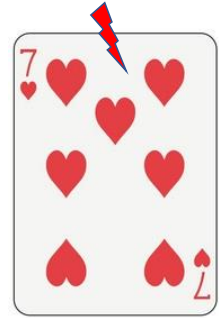
If your knife or axe does not stick you score 0 points.

Maximum score is $10 * 3 = 30$



Scoring

Edge Cut = 2 points
 If any edge is split the score is 2 points



Centre Cut = 3 points
 The whole cut must be entirely within the card to score 3 points

