

# **U.K.A.T. Rules**

## **COMPETITION RULES WALK-BACK**

Walk-back is the specialty through which the title of National/International/World Champion is awarded, in the throwing of knives and axes, in officially recognized events of adequate level.

The rules are the same for the axe walk-back, the knife walk-back, the no-spin walk-back.

3 identical tools are used, previously verified and authorized by the competition judge.

He throws from distances of 3-4-5-6-7 meters.

Thrown implements must make at least half a turn before hitting the target. (except of course in no-spin)

You start at the 3-meter line and throw a target tool from left to right.

At the end of this series of 3 throws, the scores for each individual throw will be marked by an attendant, generally called a "scorer".

After that, the thrower can retrieve the tools and move on to the next distance.

This practice will be repeated for any distance up to 7 meters and is referred to as "a walk". Each walk will therefore consist of a total of 15 throws (3 for each of the 5 distances).

At the end of the walk, the thrower will move back to the 3-meter line and repeat the same practice until the completion of 4 walks.

The race consists of 4 walks, for a total of 60 throws.

## **COMPETITION RULES LONG DISTANCE**

The competition field is made up of consecutive sectors each three meters long. The target must be made of wood and has a diameter of 1 meter. A metric cord must be placed along the competition field precisely. The zero point must coincide with the surface of the target.

The competition starts at 7 meters for the rotational knives and axes while the no spin starts from 5 meters.

The thrower starts the competition from the first sector and has three attempts to stick the tool in the target. Each target point is valid and has the same value.

If he fails all three attempts, his competition ends. If, on the other hand, he manages to plant one of the three tools, he moves on to the next sector, and so on until he misses all three attempts.

The judge must, using a rod, note the exact distance between the tip of the foot and the target of each valid throw.

Of course, the winner of the competition is the one who makes the longest throw.