

SILHOUETTE



A. Rules

Objective

The test consists of throwing 15 knives around a fantasy silhouette on 15 targets with a diameter of 10 cm.

This competition has a single ranking.

Permitted tools

Throwers may use the knives permitted for the walk back.

Throwing method

The thrower stands in front of the target at a distance of at least 3 meters carrying 3 knives.

Three test throws are permitted to be made on any target. When he is ready to start the test he will notify the referee. The first target to hit is the one at the bottom left, then proceeding by hitting the targets in a clockwise direction.

Knives that stick in a target that is not the correct one in a clockwise direction are worth 0 points. The thrower will throw five series of three knives each. If a knife sticks in such a way as to hinder subsequent throws it cannot be removed.

Score

5 points are awarded for each knife stuck in the correct target; 0 points for each knife off target, in the wrong target or not stuck; -10 points if the knife sticks on the perimeter line of the figure or inside the figure itself. The maximum score is 75.

Final

The five best throwers will access the final which will take place with the same methods seen above. The ranking of the five finalists will be obtained from their total score (qualification score plus final score). In the event of a tie, to access the final or during the final itself, additional throws will be made. The additional test will consist of two series of three knives each, with the same rules as above (i.e. throwing at the first six targets). This test will be repeated as many times as necessary to separate the throwers. There is no tie-break for throwers

who do not access the final. The scores obtained in the tie-breaks will not be added to the total. Therefore, for the finalists the maximum score is 150.