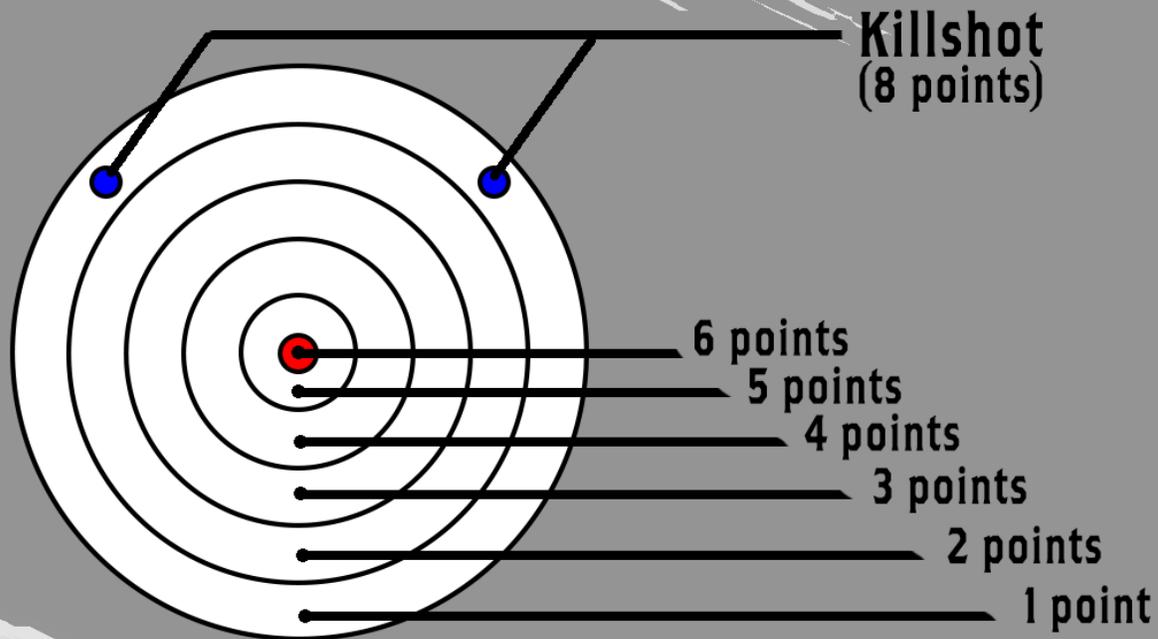


Safety

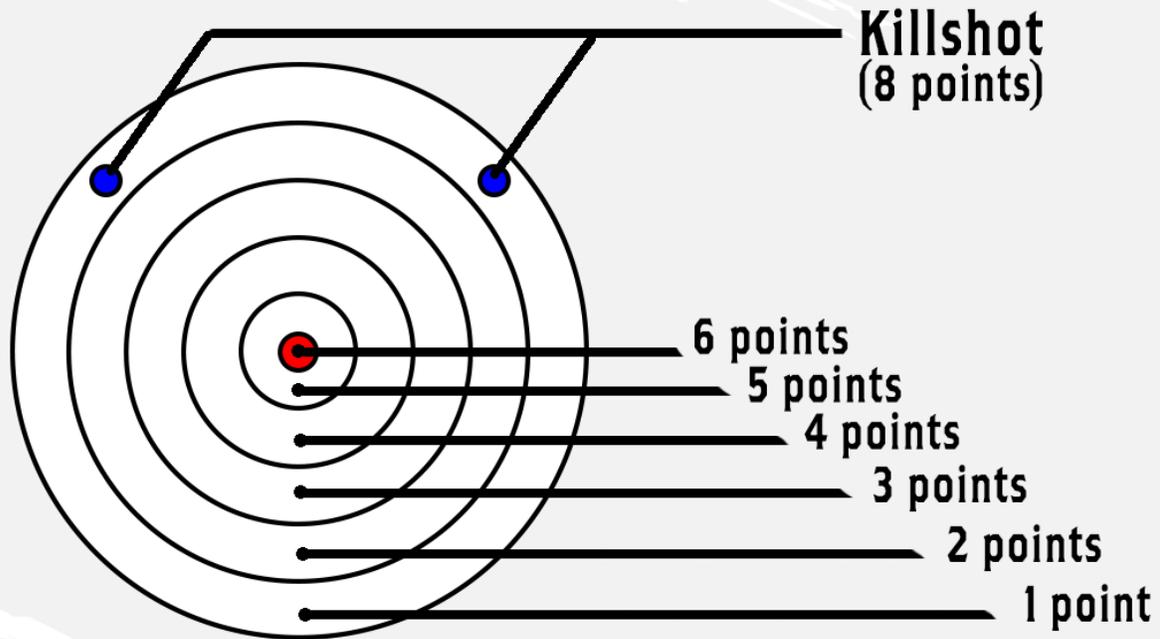
- No throwing until approved by an Instructor.
- One person in the throwing box at a time.
- Axes must stay in the throwing lanes. Do not hand an axe off.
- Never touch the blade. Use the handle of the axe only.
- Keep hands off the chain-link dividers.
- Look around to make sure the area is clear before throwing.
- Pause when bringing the axe behind you to throw.
- Only throw one axe at a time, retrieve axe before throwing another.
- Forward foot must be inside marked throwing box (12-16ft)
- No beverages in the lanes of held while throwing
- Report any unsafe throwing or conditions to a staff member.

High Score



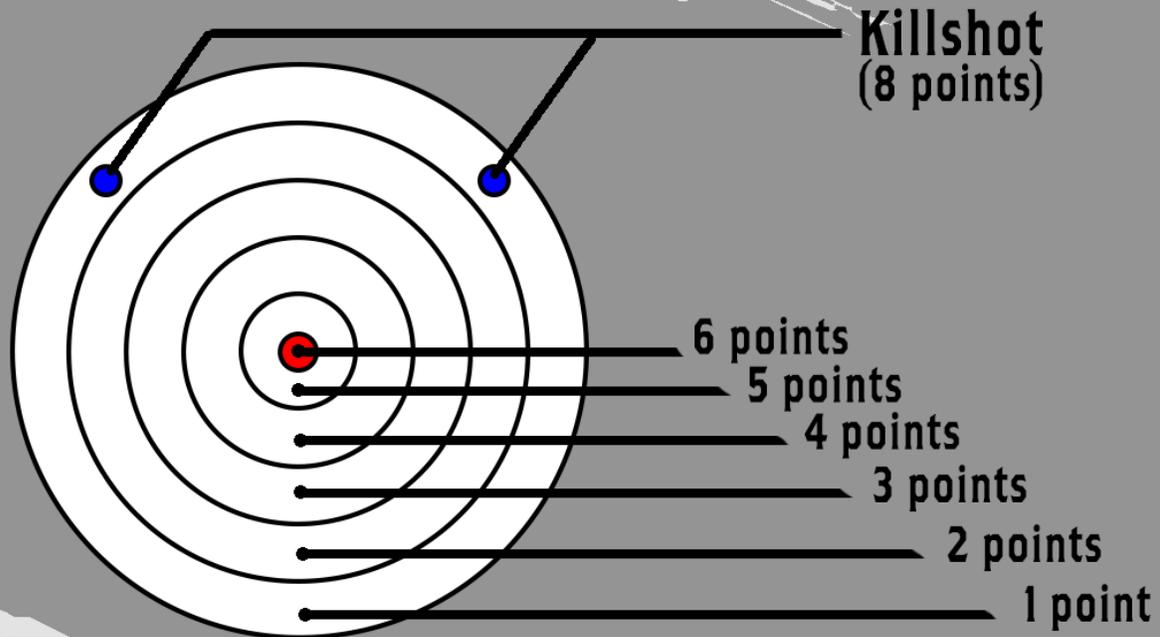
- Players throw for 10 frames.
- Most points after final frame wins
- You can call 'going up' twice per game, and it is a all (8 point killshot) or nothing round. You do not HAVE to call 'going up'.
- Ties can be broken with an additional throw.
Highest point value wins (killshots can be utilized)

Around The World



- First player to hit a inner-bullseye, outer-bullseye, all the rings and a killshot wins!
- Ties can be broken with an additional throw.
Highest point value wins (killshots can be utilized)

Eleven



- It literally is a countdown from 11 to 0.
- All players start at 11 and the amount they score is deducted from the total.
- If you score more than you need, the points aren't deducted.

- Ties can be broken with an additional throw.
- Highest point value wins (killshots can be utilized)