



**THE NEWEST WAY TO
BOOST YOUR FUN FACTOR**

All contents are copy-write protected. Your Chuckin' Tomahawk game package purchase includes a downloadable link to the full game package text. You then may print one copy as part of each game package purchase and you may print unlimited scorecards and personal stat cards.

**We have been putting an exciting new twist on the very old art
of axe throwing for over two decades.**

**Throwing them in sets of three (like darts),
we have developed Nine Basic Styles of throw,
and devised Five Games to play,
insuring that the Challenge will always be there.**

Enjoy Safely!

Chuckin Tomahawks are not a toy and require being treated with the respect they deserve.

They are for mature and unimpaired participants only.

The manufacturer accepts no responsibility for damage or injury due to misuse.

1. Proper footwear is required to protect from splinters from the target and the possibility that you might drop a 'Hawk on your toe.
2. Insure that all spectators and other players are safely behind the Chucker before throwing.
3. When passing a set of 'Hawks to another player, cradle the Hawks with the crook of your thumb under the heads of the 'Hawks, with the blades facing away from the receiving person.
4. Avoid loose fitting shirts when throwing a Reverse Mid Style as it is possible to snag the shirt on the backswing.
5. Throw only at proper targets - Hawks will not stick well in plywood, trees, or washing machines.
6. Keep your Tomahawks dry, as wet handles decrease the precision of your release, and the blades will rust.

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Hawk Talk

- BIFF** - When a thrown Tomahawk does not stick in the Target Face
- BOGSAT** - Bunch Of Guys Sitting Around Talking
- BULLSEYE** - A three inch (75 mm) diameter painted spot, scores one extra point
- CADDY** - A Box that safely holds and transports a set of three Tomahawks
- CHUCK** - The act of throwing a Tomahawk
- CHUCKER** - A person who throws Tomahawks
- CHUCKIN STYLES** - Are identified by variations in grip, stance, distance from target, and complexity
- CHUCKMARK** - An item used to mark your distance from target
- CHUCKMARKER** - A measuring device with marks every six inches, (can be a piece of painted steel flatbar or a tape measure up to 26 feet long), used to mark your distance from target for each Chuckin Style
- GAME** - The completion of play as set out in the rules for 21, Top Hawk, 9 by 9, Golf, and Pinata
- GRIP** - 3 fingers with little finger curled under the handle and thumb down, 4 finger with thumb down, or 4 fingers with thumb up (a requirement for the Baseball Style)
- HANDLE BUTT** - When the end of the handle hits the target
- HAWKSEYE** - Pop bottle cap placed in the center of the Bullseye with 2 inch (50 mm) nail - Scores 3 points if head of Tomahawk is touching Hawkseye, 5 points for making the Hawkseye into two or more pieces (Hawk must stick to score)
- HEAD BUTT** - When the top of the Tomahawk head hits the target
- LOG ROUND** - (Target) A cross-cut section of tree with Bullseye(s) painted on the face
- MASTER CHUCKER** - Any Chucker who has scored 15 points in one Round or won a Round (applies to each Chuckin Style individually)
- O'CLOCK** - Used to denote the position of the Tomahawk handle as on a clock face
- OWNER** - Chuckers that own the Tomahawks they are throwing, allowing them to take multiple throws at a single Bullseye
- ROOKIE CHUCKER** - Beginner who has not yet scored 15 points in one Round, or won a Round (applies to each Chuckin Style individually)
- ROCK / PAPER / SCISSORS** - Used to determine who throws first, and picks the first Style: On the count of three, competitors form with their hand either a Rock (closed fist), Paper (flat hand), or Scissors (2 fingers stuck out). Rock beats Scissors, Scissors cut Paper, and Paper covers Rock.
- ROUND** - Three Sets of three Throws
- SCORE** - 1 Point for each stick, 1 extra Point for touching Bullseye, 3 extra for touching Hawkseye, 5 extra for making Hawkseye into two or more pieces, 7 points for touching the nail with the head of the Tomahawk
- SET** - The throwing of three Tomahawks
- STICK** - When any part of the head of the Tomahawk is touching the face of the Target, required to score a point (a leaning or hanging Hawk counts)
- TALON** - The nail holding the Hawkseye, scores 7 Points if the head of the Hawk is touching the nail
- TARGET** - Wood with end-grain facing out so Tomahawk sticks in end-grain
- THROW** - The act of Chucking a single Tomahawk
- TOE LINE** - The distance from the Target where you place your toe when throwing, whether you are facing the Target or facing away from the Target
- TOMAHAWK** - Similar to a hatchet but designed to be thrown. Can also be used to split kindling.

Chuckin / Throwing Tips

Once you have established your Throw, as explained in the following pages, adjust your distance to make the Hawks stick at a 45 degree angle.



LOW HANDLE

(End of Handle is Near the Target)

Move Back 6" (15 cm)



HANDLE AT 45 DEGREES

Perfect Chuck



HIGH HANDLE

(End of Handle is Far from Target)

Move Closer 6" (15 cm)

REVERSE THESE TIPS FOR A "REVERSE" THROW,
as in "Reverse Mid" (RMI)

i.e. if your Handle is *Low*, move *Closer...*

if your Handle is *High*, move *Back*

Styles

9X9 Game Rules

FEATURE GAME

DISTANCE - The approximate range where your Toe Line should be (in feet). Shorter handles rotate faster and will place you closer to the Target.

STANCE - The recommended foot to lead with on your Toe Line: Left Foot (LF), Right Foot (RF), or Both Feet (BF).

GRIP - 3 finger, Thumb Down, with little finger curled under end of handle (3TD); 4 finger, Thumb Down (4TD); 4 finger, Thumb Up (4TU)

MID (MI) 10-13 RF 3TD Type A - This is the most natural (ie. Easiest) throw. Bring arm up and back until Tomahawk is hanging vertical and touching the back of your shoulder. From this start point, just pull arm forward and release naturally.

Type B - Start with the Hawk at about the point where you will release it. Pull back and launch forward as one continuous motion... don't just cock it back and the

SIDE ARM (SI) 10-15 LF 3TD - Stand with your body at an angle to the target (left side toward Target) so Hawk across your body at waist height and sticks with the the 9 o'clock position (between 7:30 and 10:30).

BACK HAND (BK) 10-15 RF 3TD - Similar to Side Arm except body is at about a right angle to the target facing the direction (right side toward Target), so handle sticks o'clock position (between 1:30 and 4:30).

UPPERCUT (UC) 8-14 ANY 4TD - With your arm straight or thumb should hang down with the blade toward target and over the end of the handle. Stroke like you are throwing uppercut punch. Hawk sticks with handle at the 12 position (between 10:30 and 1:30).

NOTE: A Game with 4 Chuckers takes about 90 minutes on a single target, each additional Chucker adds about 30 minutes. Our club personal bests range from 88 to 146 points.

1. Game is one Round of each of 9 different Chuckin Styles
2. First Round Style is Mid Throw or agreed Style
3. Chuckin Styles for subsequent Rounds are chosen by the lowest scoring Chucker of the Round just completed. In the event of a tie - rock/paper/scissors can be used to determine which Chucker picks the Round. A Style can NOT be picked more than once. (can't be scored for averages & Stat Card)
4. Winner of the most Rounds wins the Game. In the event of a tie the win goes to the Chucker with the most Game points.
5. *Amateur Chuckers get four Sets per Round and score the same as a Master Chucker. Amateur status is lost as soon as the Chucker scores 15 points in a Round, or wins a Game. (applies to each Chuckin Style individually)*

6. SCORING MASTER CHUCKER -

- 3 Sets per Round
- 1 point for each Stick
- 1 additional point when head of Tomahawk is touching Bullseye
- 3 additional points when head of Tomahawk is touching Hawkseye
- 5 additional points for cutting Hawkseye into two or more pieces
- 7 additional points when head of Tomahawk is touching the Nail

7. Striking another stuck Tomahawk when throwing *immediately* ends any Chuckers' Round if using borrowed Tomahawks. (biffed Tomahawks don't score points or lose your round).

How to score 9x9 game

1 point for every hawk stuck in the target

Plus additional points for each

1. point for touching red target circle (bullseye)
2. points for fully inside the red (bullseye).
3. points for touching the cap
4. points for splitting the cap
5. points for blowing up the cap. The entire cap explodes off the target
6. points for touching the nail

Game of 21

1. **The Game** is to see who can make 21 points in the least number of Sets.
 2. **The Chuckin Style** of the first Round is a Mid, or the choice of the winner of Rock/Paper/Scissors. Subsequent Styles are selected by the Chucker with the lowest score in the previous Round. (In the event of a tie for lowest. . . Rock/Paper/Scissors)
 3. **A Round** consists of a possible 6 Sets, with 3 Sets automatic and the fourth, fifth, and sixth rounds earned by sticking all three Hawks AND making at least one extra Point. As soon as a Chucker reaches 21 or more points he finishes that Set, and competitors are allowed the same number of Sets to exceed his score. (If a Chucker gets 21 points in 5 Sets, Competitors are allowed only 5 Sets to catch up, and only if they are earned Sets) If Game goes to two Rounds, and a Chucker gets 21 in his first Set of the second round, competitors get only one Set to earn the lead.
- 4. AMATEUR CHUCKER**
- Gets Four automatic Sets per Round (Amateur Chucker gets an extra Set)
 - Needs to only to stick all three to earn an extra Set (max 6 Sets)
 - Amateur status is lost as soon as the Chucker wins a Game
- 5. MASTER CHUCKER**
- Gets Three automatic Sets per round
 - Subsequent Sets are earned by sticking all three and scoring an extra point (max 6 Sets)
- 6. SCORING**
- + 1 point for each stick
 - + 1 additional point when head of Tomahawk is touching Bullseye
 - + 3 additional points when head of Tomahawk is touching Hawkseye
 - + 5 additional points for splitting Hawkseye into two or more pieces
 - + 7 additional points for touching Nail with head of Tomahawk

Game of Top Hawk

This is a game to see how many points you can make without stopping. Rookie Chuckers have only to stick all three Hawks to continue throwing. Master Chuckers have to stick all three and make at least one extra Point to continue.

Scoring is the same - 1 point for each stick,
1 point for touching Bullseye, 3 points for touching Hawkseye,
5 points for splitting Hawkseye,
and 7 extra points for touching the Nail.
(Our club high to date is 188 points)

Game of Golf

The Course is a Par Three.
One shot per hole. Eighteen holes.
Lowest score wins.

- Eagle - score 1** - Split Hawkseye or touch Nail
- Birdie - score 2** - Touch Hawkseye
- Par - score 3** - Touch Bullseye
- Bogie - score 4** - A stick that is no farther than the length of a Hawk blade (sharp edge) away from the Bullseye
- Double Bogie - score 5** - A Biff, or a stick that is farther than the length of a Hawk blade away from the Bullseye

Game of Pinata

This game was designed for the back yard Range at the Hawk's Nest, utilizing six throwing lanes with a rope and pulley system to move the Piñata across the faces of the targets, and a twelve man Hot Tub. Two of the thirty six Piñatas contained a coupon for a free set of Tomahawks.

1. Proper footwear is required.
2. The Chucker in Lane 6 chooses the Chuckin Style for the Set (3 Throws)
3. The Set ends if the Piñata is destroyed, and the lucky person gets to sit in the Hot Tub.
4. A Chucker that destroys a Piñata is responsible for picking up the pieces before the next Set and replacing the destroyed Piñata with a new one, and immediately goes to the Hot Tub. Remaining Chuckers advance to take his place.
5. ROTATION: Start from Hot Tub to Lineperson position (Piñata operator), one Set at each of Lanes 6 up to Lane 1, and then back to the Tub.
6. In order to qualify for the FREE SET the coupon within the Piñata must fall to the ground, and be recovered by the Chucker when they pick up their Piñata pieces.

Portable target back rest -

The face can be either target rounds as shown here or it can be 6x6 wood blocks cut 12 inches long and tied together with metal strapping.

MATERIALS REQUIRED

- 4 - 2" x 4" x 92.5" spruce studs, or equivalent total length
- 1 - 4' x 4' x 3/4" sheet of plywood (backstop)
- 1 - can neon red or orange spray paint
- 12 - #10 x 2 1/2" wood screws
- 40+ - #10 x 3 1/2" wood screws
- 3 - log rounds, min 18" diameter and 12" thick
(depending on how easily your wood splits)

-OR-

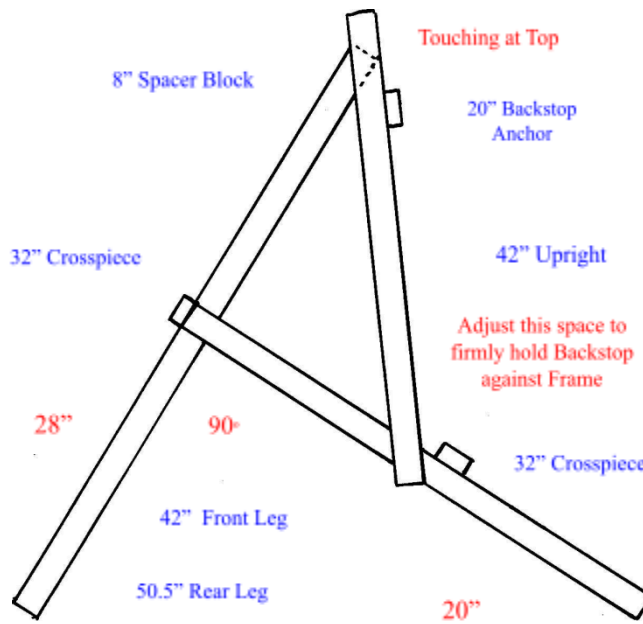
- 200+ - #10 x 3 1/2" wood screws
- 56 - 16" pcs of 6" x spruce post or equivalent board feet



1. Assemble left and right sides of frame per drawing on next page (reverse drawing when building right side frame).
2. Stand frame sides together so they touch at the top and are spread as wide at the bottom as allowed by the 32" crossbraces and attach crossbraces and backstop anchor to frame sides.
3. If using log rounds for target face, place backstop on sawhorses and arrange log rounds to leave as little open space between rounds as possible. Leave about 1" of backstop showing at bottom of rounds to insure lip will sit securely in bottom slot formed by frame uprights and front crosspiece. Anchor rounds to backstop using screws driven up through backstop and into log rounds.
4. Set backstop on frame and attach to the backstop anchor.
5. If using lumber for target face, assemble the bottom row by driving screws at an angle (toe-nailling) and attach to backstop, leaving 1" lip at bottom to sit in bottom slot formed by frame uprights and front crosspiece. Continue adding and anchoring blocks until the desired target face size is achieved.
6. Add Bullseyes using template (supplied) and spray paint. Wait for Bullseye paint to dry before using.
7. Add Hawkseyes by attaching pop bottle caps with nails (supplied) to the centre of each Bullseye.
8. Place target in a safe place for throwing. If more protection is needed (ie. against the side of a house) two 4' x 8' sheets of 3/4" plywood will stop most wild throws. If even more protection is needed, (ie. basement, rec room, or garage) add two more sheets of plywood to each side, the ceiling, and the floor. In every case protection is recommended on the floor/ground in front of target to prevent the Hawks from being dulled when they drop.
9. Enjoy safely!

Target Frame

TARGET FRAME
Left Side View



Target Stand can be built from 4 pcs 2x4 studs (92.5").

These are the measurements we use:

First 2 boards cut 42" off, leaving 2 pieces 50.5" for rear legs.

Third piece cut 2 pieces 42" long, leaving an 8" spacer block.

Last piece is cut at 32, 32, and 20", leaving an 8" spacer block.

Personal Stat Sheet

| DATE | CHUCKIN | CS | ID | MI | RMI | SMI | SN | SSN | SI | BK | BW | UC | RUC | BB | TW | JL | JR | LJ | DIST. | | STANCE | | GRIP | | THUMB | | HAN-DLE | | TOTAL | | | | | | |
|------|---------|----|----|----|-----|-----|----|-----|----|----|----|----|-----|----|----|----|----|----|-------|----|--------|----|------|------|--------|-----|---------|------|-------|------|--|--|--|--|--|
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|------|---------|----|----|----|-----|-----|----|-----|----|----|----|----|-----|----|----|----|----|----|-------|----|--------|----|------|------|--------|-----|---------|------|-------|------|--|--|--|--|--|--|
| | | | | | | | | | | | | | | | | | | | From | To | 4F | 3F | Up | Down | Length | Win | Loss | Game | WINS | Loss | | | | | | |
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|------|---------|----|----|----|-----|-----|----|-----|----|----|----|----|-----|----|----|----|----|----|-------|----|--------|----|------|------|--------|-----|---------|------|-------|------|--|--|--|--|--|--|
| | | | | | | | | | | | | | | | | | | | From | To | 4F | 3F | Up | Down | Length | Win | Loss | Game | WINS | Loss | | | | | | |
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|------|---------|----|----|----|-----|-----|----|-----|----|----|----|----|-----|----|----|----|----|----|-------|----|--------|----|------|------|--------|-----|---------|------|-------|------|--|--|--|--|--|--|--|
| | | | | | | | | | | | | | | | | | | | From | To | 4F | 3F | Up | Down | Length | Win | Loss | Game | WINS | Loss | | | | | | | |
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 *Stat Sheet for*

Score Card for 9x9 Game

- MI** - Mid
- SA** - Side Arm
- BH** - Back Hand
- UC** - UpperCut
- BW** - Bowling
- TW** - 'Tween
- SN** - Snap
- RMI** - Reverse Mid
- BB** - Base Ball

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