Hatchet Throwing Rules

- 1. Closed toe shoes must be worn by anyone throwing a hatchet
- 2. Hatchets must be handled by the handle only. No grabbing the head or blade at anytime
- 3. Only those throwing hatchets are allowed in the throwing zone
- 4. Those throwing must stay in the throwing zone until the command to retrieve hatchets has been given
- 5. Only one hatchet in the hand while throwing, set other hatchets on the ground.
- 6. Observers must stay out of the throwing the zone
- 7. No one may throw a hatchet until the command to throw is given
- 8. Only the supervising teacher may give commands
- No double handed, over the head throws. Hatchets must be thrown one handed to the side of the head
- 10. No horseplay or trick shots
- 11. No digging in the dirt with the hatchets or intentionally burying the blades in the dirt
- 12. No chopping at the logs or barriers

Hatchet Throwing Commands

- 1. Throwers may enter the throwing zone
- 2. Throwers ready (Throwers may pick up one hatchet)
- 3. Begin throwing (Throwers may begin throwing hatchets)
- 4. Cease throwing (All throwers must stop throwing)
- 5. Drop hatchets (all throwers drop hatchets on the ground)
- 6. Retrieve Hatchets (All throwers retrieve their hatchets and bring them back to the throwing zone

How to Throw Suggestions for Success

- 1. The hatchet should only rotate once, adjust where you are throwing from if the rotation seems to be off
- 2. Try not to spin the hatchet, you only want it to rotate vertically
- 3. Step with the same foot as your throwing hand, bring your arm straight up and straight down. This helps keep the hatchet from spinning.
- 4. Throw it hard, don't worry about breaking them
- 5. Have someone help pay attention to how the hatchet hits the target and then try to adjust (For example if it is hitting the bottom of the handle it needs to rotate more, try throwing from a little farther away)
- 6. Hold the hatchet by the end of the handle
- 7. Don't throw it like a ball, that generally results in too much spinning. Keep it straight, think wooden soldier or action figure.

Optional Game and Competition

Divide your group into 6 or 7 equal groups. Have each group line up in front of one target. Have one student from each group throw their hatchets then the next person and so on for as many rounds as you want. Each person will add up their points and add it to their teams total. Once the preestablished amount of rounds have been completed compare results to see which team wins.

Points

1 pt for hitting your designated wood round (any part of the hatchet hitting any part of the wood round counts)
3 pts for sticking the hatchet in the wood