

PAX-STYLE AXE THROWING // RULES (Version 5.2 January 29, 2022)

TERMINOLOGY

- Frame
 - One of 5 occasions to score points, attack an opponent or defend from an opponent's attack within a Game.
- Game
 - One set of 5 throws ending in a win, loss, or tie for that particular Game. There are three Games to a Match.
- Match
 - The total of 3 Games.
- Points
 - Numeric scores accumulated in each Frame of a Game.
- Clutch
 - The green dots above and to the left and right of the 1-point ring. Worth 7 points.
- Grimace
 - Any of the 4 blue dots located inside of the 1-point ring and outside of the 3-point ring.
 - The 4 Grimaces hold the name Grimace North, Grimace South, Grimace East, and Grimace West, corresponding to the location of the Grimace.
 - Used to attack an opponent or defend from the attack of an opponent.
 - It is attributed no point value unless used in a tie scenario in the 5th Frame of a Game, or when being used for big axe purposes. At that time, it holds a value of 9 points.
- First Throwing Player (FTP)
 - The player who will throw first in a given Frame.
- Second Throwing Player (STP)
 - The player who will throw second in a given Frame.

1. OPENING THE MATCH

- 1.1. Players play rock/paper/scissors
- 1.2. The winner determines if they want to choose the boards that they will start on, or if they want the choice of selecting whether they are the First Throwing Player or Second Throwing Player in the opening Game.
- 1.3. In each subsequent Game, players will alternate which boards they are throwing on as well as their throwing order.

2. GAME PLAY FOR THE FIRST 4 FRAMES OF ANY GAME

- 2.1. The First Throwing Player (FTP) can throw for points, and those points are scored.
- 2.2. The Second Throwing Player (STP) can throw for points, and those points are scored.
- 2.3. In any Frame either the FTP or STP can throw for Grimace on their turn.
 - A player can choose to throw at one of 4 Grimaces as an “attack” on their opponent (North, South, East and West). If hit, the defending player must throw at the same corresponding Grimace (North, South, East and West).
 - The intention to throw for Grimaces must be called out before throwing.
 - Each player is allowed to call Grimace three times in a Match for a possible total of 6 Grimaces per Match.
 - A player does not need to use all three Grimaces per Match.
 - Unused Grimaces cannot be pushed into subsequent Matches.
 - Grimace can be called in any Frame of a particular Game, however a Grimace cannot be called in the Frame in which an opponent has already called Grimace.
 - If Grimace is called in a Frame, the opponent cannot throw normally for points. Rather, points are awarded in accordance with the rules for a successful “attack” or “defence”, described below.

If the FTP throws for Grimace as an attack on the STP:

2.4. If the FTP misses Grimace

- The FTP would receive a score of “0” for that Frame.
- The STP does not need to throw for Grimace as a defence since the attack failed outright.
- The STP now throws for points and those points are recorded.

2.5. If the FTP hits Grimace, the STP has a chance to throw for Grimace as a defence.

- **If the STP hits Grimace**, then the defence was successful.
 - 2.5..1. The FTP and STP both receive a score of “0” in this Frame.
 - 2.5..2. The STP cannot throw for Grimace in this Frame.
- **If the STP misses Grimace**, then the defence failed.
 - 2.5..1. The FTP throws again to determine how many points the STP goes down by. (i.e. If the FTP hits a bullseye, then the STP would receive a score of “-5” in that Frame).
 - 2.5..2. The FTP receives a score of “0” in this Frame.

If the STP throws for Grimace as an attack on the FTP:

2.6. If the STP misses Grimace

- The STP would receive a score of “0” for this Frame.
- The FTP does not need to throw for Grimace since the attack failed outright.
- The FTP keeps the recorded score thrown in the current Frame.

2.7. If the STP hits Grimace, the FTP has a chance to throw for Grimace as a defence:

- **If the FTP hits Grimace** then the defence was successful.
 - 2.7..1. STP and the FTP both receive a score of “0” in this Frame.
- **If the FTP misses Grimace** then the defence failed.
 - 2.7..1. The points that the FTP had thrown in the current Frame are now scored as a negative of that numerical value (i.e. if the FTP hit a “3” and fails to defend when the STP hits Grimace, then the FTPs “3” is now marked as “-3”).
 - 2.7..2. The STP receives a score of “0” in this Frame.

3. FINAL THROW

- 3.1. Whoever has the most points going into the fifth Frame throws first. That person is now the First Throwing Player (FTP), even if that person was the Second Throwing Player in the previous 4 Frames of that Game.
- 3.2. The FTP can throw for Points, Clutch or Grimace.
- 3.3. The scorekeeper must be notified in advance of what the FTP will be throwing for.

If FTP throws for Grimace as an attack on the STP:

- 3.4. The scorekeeper must be notified in advance if the FTP will be throwing for Grimace.

3.5. If the FTP misses Grimace

- The FTP would receive a score of “0” for that Frame.
- The STP does not need to throw for Grimace as a defence since the attack failed outright.
- The STP now throws for Points or Clutch and the score is recorded.

3.6. If the FTP hits Grimace, then the STP has a chance to throw for Grimace as a defence.

- **If the STP hits Grimace**, then the defence was successful.
 - 3.6..1. The STP throws again for Points or Clutch and is awarded those points for this Frame.
 - 3.6..2. The FTP would receive a score of “0” for this Frame.

NOTE: Normally a successful defence would result in “0” for both, but where the STP is behind, a “0” would cause an automatic loss and give a tactical advantage to the FTP; therefore, when in the 5th and final frame, a successful defence by the STP enables this player to throw again for Points or Clutch, but not Grimace.

- **If the STP misses Grimace**, then the defence failed.
 - 3.6..1. The FTP throws again to determine how many points the STP goes down by.
 - 3.6..2. The FTP would be awarded a score of “0” for this Frame.

If STP throws for Grimace as an attack on the FTP:

If the FTP threw for either Points or Clutch (but not Grimace), it is now the STP's turn to throw. The STP can throw for Points, Clutch or Grimace.

3.7. The scorekeeper must be notified in advance if the STP will be throwing for Grimace.

3.8. If the STP misses Grimace

- The FTP would keep the score thrown on his/her turn.
- The STP receives a score of "0".
- The FTP will have secured a win for that Game.

3.9. **If the STP hits Grimace**, then the FTP has a chance to throw for Grimace as a defence.

- **If the FTP hits Grimace**, then the defence was successful.
 - 3.9..1. both the FTP and the STP players receive a score of "0" and the FTP will have secured a win for the Game.
- **If the FTP misses Grimace**, then the defence failed.
 - 3.9..1. The Points that the FTP had thrown in the current Frame is now scored as a negative of that numerical value, working against the FTPs total score for that Game.
 - 3.9..2. The STP receives a score of "0" for this final Frame.

4. FINAL THROW IN A TIE SITUATION

- 4.1. Players may decide together, in advance, if they want to throw for Points, Clutch or the Grimace.
- 4.2. The player with the least number of Game wins can choose to defer his/her choice of what to throw for, until after the opponent's final throw.
- 4.3. Once a decision has been made by each player, the decisions cannot be rescinded.
- 4.4. When throwing in the fifth Frame, after being tied at the end of the four previous Frames, a Grimace is worth "9" points and does not lead to an 'attack/defence' play as it normally would.
- 4.5. If throwing for Grimace, each player may decide for themselves which Grimace they wish to shoot for.

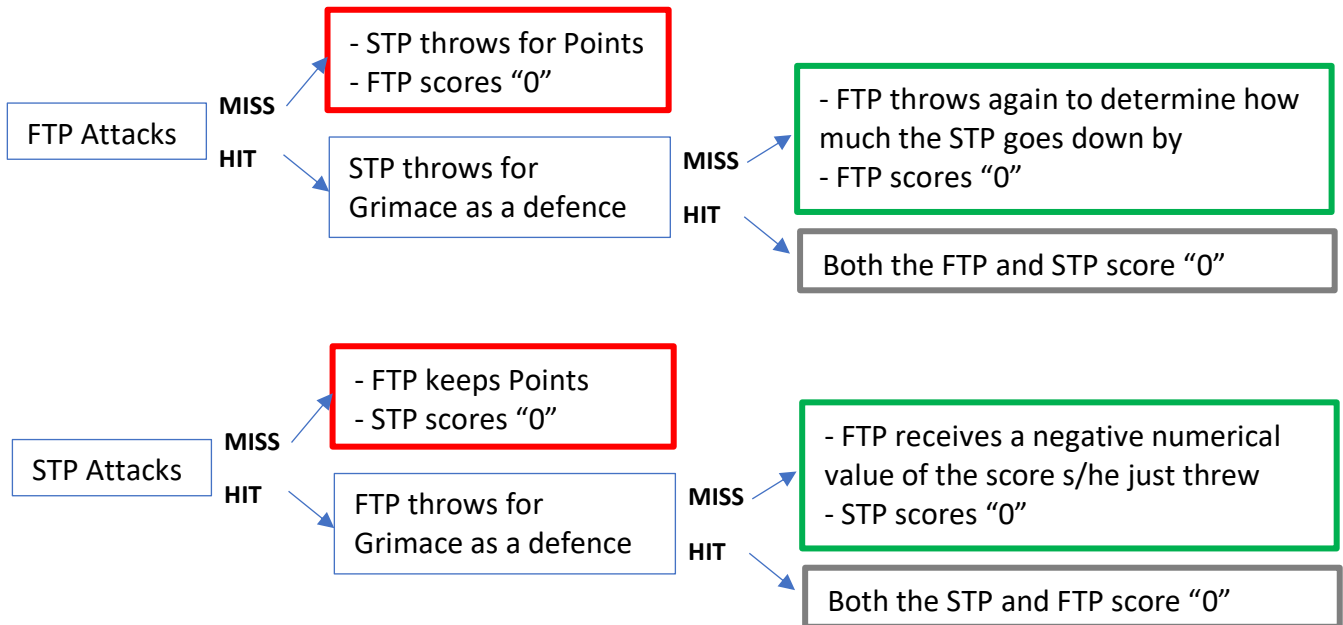
5. BIG AXE

- 5.1. Big axe will result when the final number of Game wins after all completed Games of a single Match result in no one player having more Game wins than the other.
- 5.2. The two throwers will play "Rock, Paper, Scissors" and the winner determines who throws first.
- 5.3. Each player throws an equal amount of "Big Axe" throws ending when one player has a point advantage after all allotted throws.
- 5.4. Points equal 1, 3, 5 points respectively. Clutches and Grimaces equal 7 and 9 points respectively.
- 5.5. If throwing for Grimace, each player may decide for themselves which Grimace they wish to shoot for.
- 5.6. Hitting a "Bullseye" (5 points) opens both Clutches as well as Grimaces.

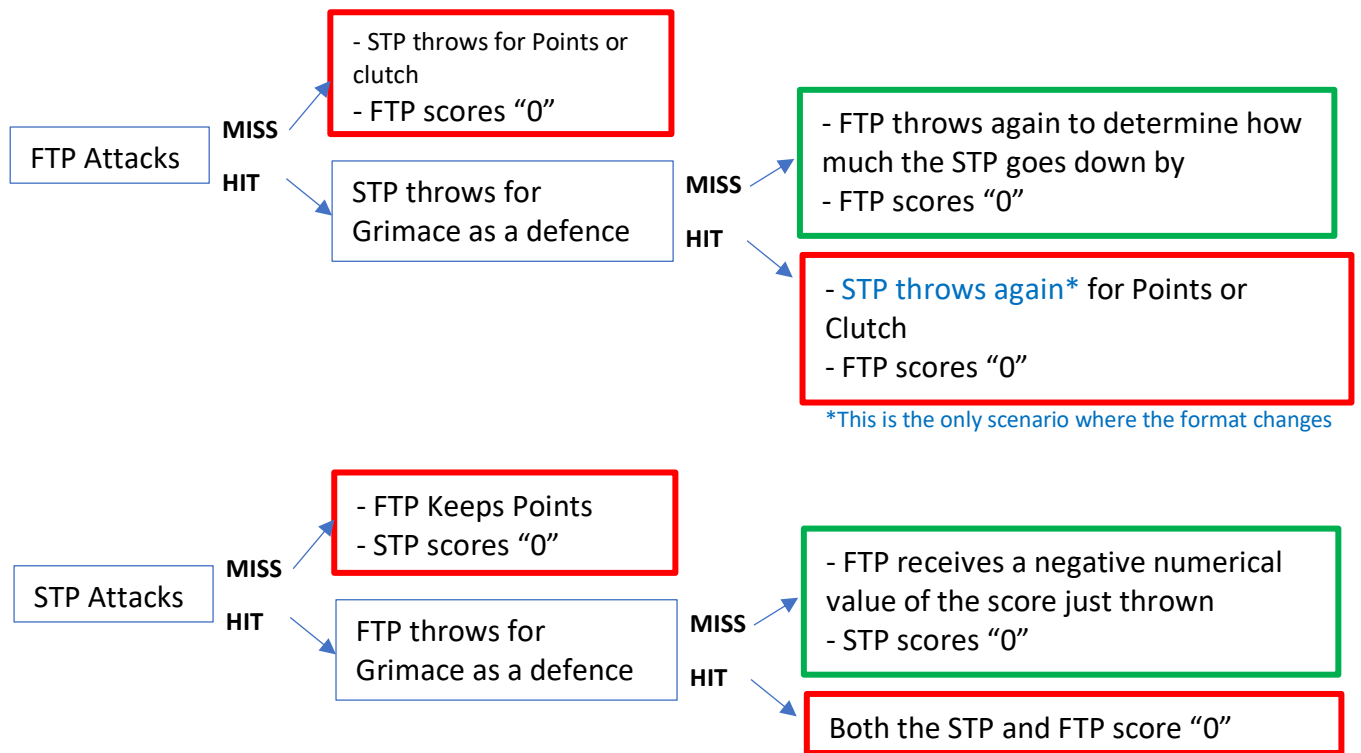
ATTACK AND DEFENCE SUMMARY OF OUTCOMES

- = Win
- = Wash (no one advanced or had scores detracted)
- = Loss

DURING THE FIRST 4 FRAMES OF A GAME



DURING THE 5TH AND FINAL THROW (not a tie situation)



DURING THE 5TH AND FINAL THROW (tie situation)

In a tie situation for the 5th and final throw, there is no option for Attack/Defence. See rules above for throwing and Points format.

