



LEAGUE RULES & TARGET GUIDE

Everyone throws. Every throw matters.



Beginner + Amateur + Pro • One community

Testing-stage edition



Why we throw together

Our mission

Perfect Stick Axe exists to give everyone a place to throw, improve, and belong. We bring friends together around a sport we love, welcome new throwers, and create room for experienced players to share what they have learned. Every person deserves encouragement, respect, and a real reason to come back.

Our rules keep Beginner, Amateur, and Pro players in the same league and the same community. The scoring fits the level of play, giving venue-approved Beginners a supported starting point and developing players a meaningful challenge while asking more precision and consistency from the Pros. Skill should still earn an advantage. A Pro can win through excellent throwing, but missed opportunities and scoring mistakes leave room for an Amateur to compete.

Across seven weeks of league play, we learn from one another and push each other to get better. By the Week 8 tournament, we want every player to step up knowing their throws matter and their opponent must earn the win. We compete hard, make honest calls, celebrate improvement, and shake hands with respect.

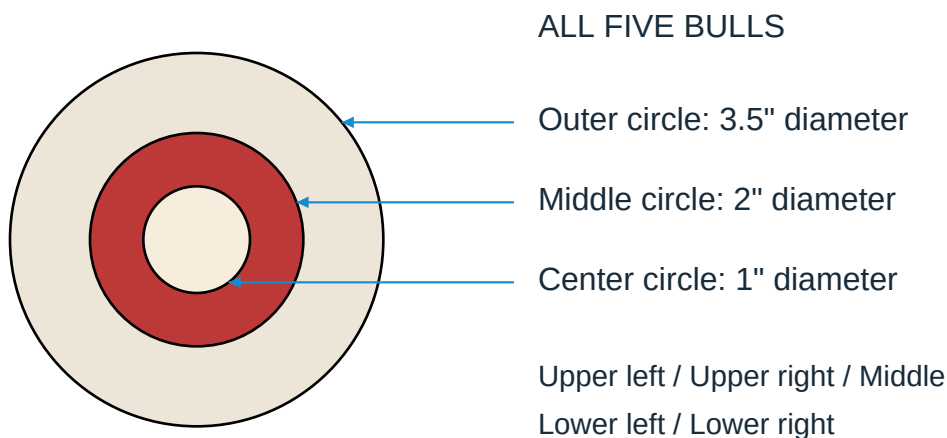
This league is built for the sport and the people who make it worth playing. Its purpose reaches beyond money or a trophy: time together, lasting friendships, memorable smiles, and matches we will still talk about long after the final axe is pulled. We support other throwers and the wider axe-throwing community because helping people enjoy the sport gives it a future.

Throw together. Compete hard. Leave as friends.





Bull sizes and scoring for Amateur and Pro play



Diameter dimensions; diagram is not a full-size stencil.

How the bulls score

Amateur: inside the outer circle scores 5.

Inside the middle circle, including its center, scores 6.

Pro: inside the middle circle scores 5; inside the center scores 6.

A Pro hit outside the bull scoring circles uses the large-ring score.

Pro closeout and lane switch

A 5 or 6 closes that entire bull for that player in the current lane.

Throw 5 times, switch lanes, then throw 5 more times.

All five bulls reopen for Pro scoring when the player switches lanes.



Standard venue boards:

Elm City cottonwood 2x10.

Red marks the middle circle.

Wood marks the small center.

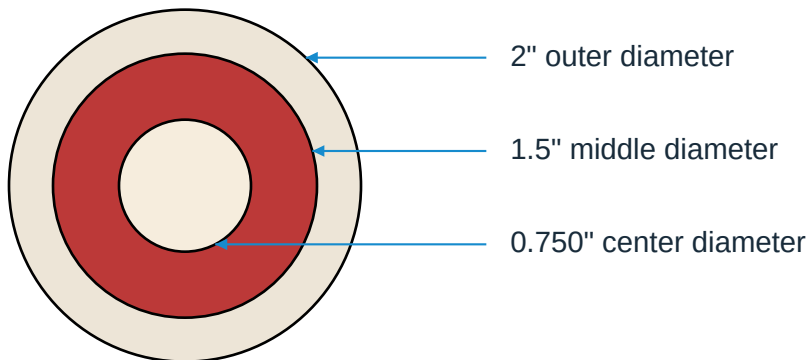
Use dimensions shown above.

Money Shots + Floater 69



Call the shot before throwing • Four attempts per game

FOUR FIXED MONEY SHOTS



Amateur: outer = 7; middle/center = 8. Pro: middle = 7; center = 8.

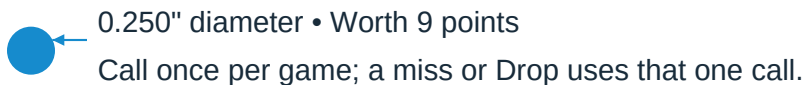
Call it. Count it. Close it.

Amateur/Pro: choose Money Shot before the throw. Only 7, 8, Zero or Drop are available for a regular called Money Shot. Every called attempt counts.

Maximum: 4 attempts in 10 throws, with 2 in each five-throw lane.

For Pro, a successful 7 or 8 closes that Money Shot for the game.

Floater 69: the movable blue dot



Its attempt is included in the four-shot game limit and two-shot lane limit.
The board drawer chooses its location; it may change each league night.

Match essentials

10 throws per player: 5 in one lane, then 5 in the other.

Zero scores 0; Drop scores 0.

Amateur/Pro maximum: $69 = (6 \times 6) + (3 \times 8) + 9$.

A tied match uses regular Money Shots for sudden death.

Start on the same shot; rotate clockwise after each tied round:

upper left > upper right > lower right > lower left.

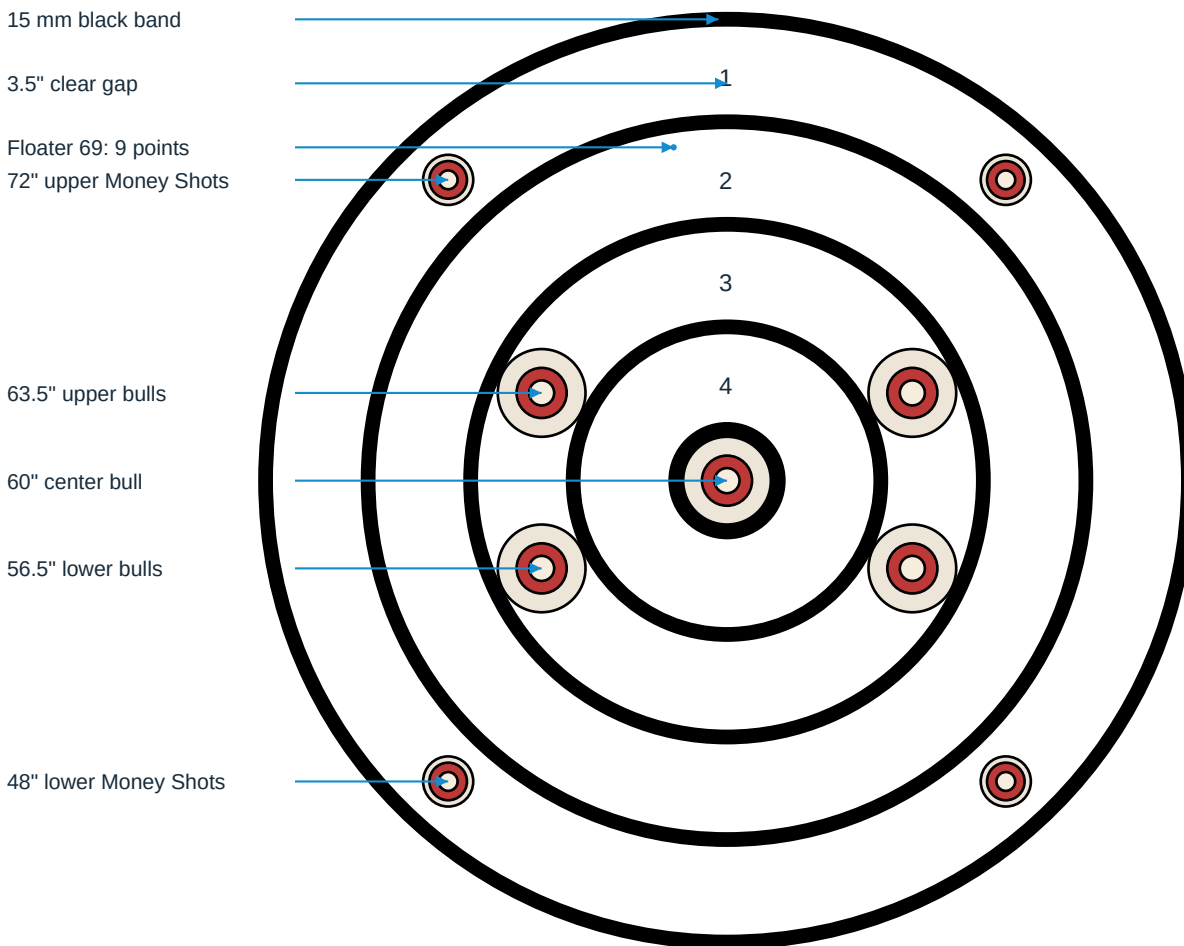
Normal shot limits and closeouts do not apply in sudden death.

Floater 69 is not used in sudden death.

Measured board layout



Standard: Elm City cottonwood 2x10 boards • Heights measured to centers



Standard boards and target construction

Venue-supplied standard: Elm City cottonwood boards, nominal 2x10.

Black scoring bands: 15 mm wide (0.59055").

Clear spacing between successive black bands: 3.5".

Large scoring fields: 1 outermost, then 2, 3, 4 toward the center.

For Pro, the central large field also scores 4 outside the bull 5/6 circles.

Side bulls are centered in the 3-point field; Money Shots in the 1-point field.

Layout assumption: the central clear area is 3.5" across; subsequent

3.5" spaces are radial gaps. This gives an outer diameter of 37.40551".

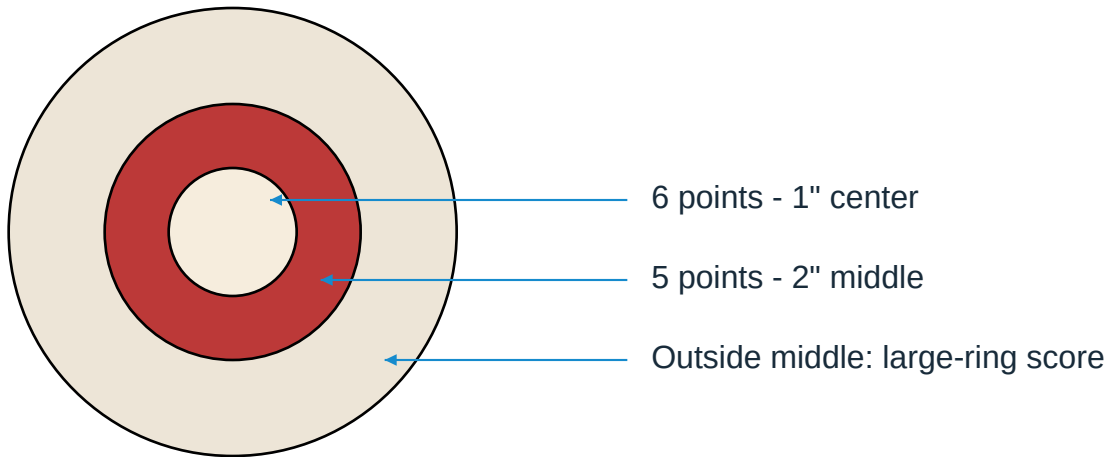
Horizontal locations shown are derived from radial centering within each specified field; the supplied floor heights remain the placement reference.

Pro scoring areas



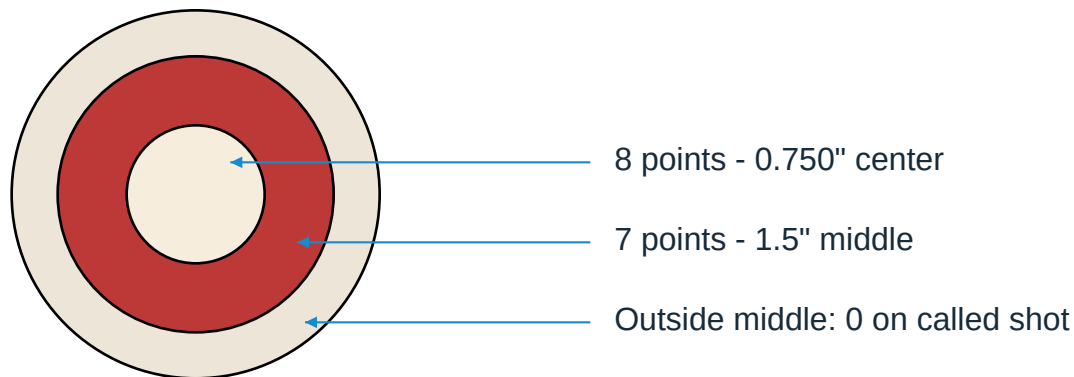
Arrowheads point inside the scoring area - not to its boundary

Bulls: all five positions



A 5 or 6 closes the entire bull until the lane switch.

Regular Money Shots: all four positions



Call before throwing: 4 attempts per game, 2 per five throws.



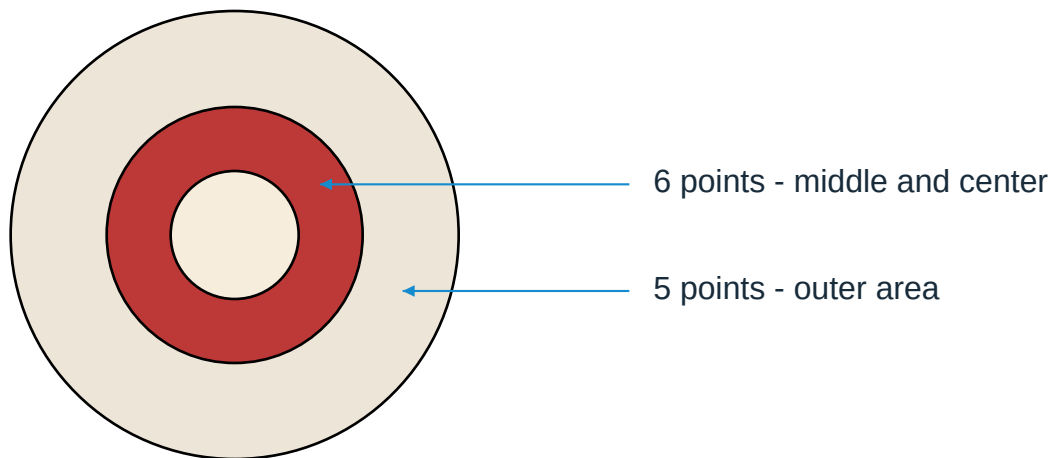
Floater: one call per game, included in the Money Shot attempt limits.

Zero and Drop score 0. All diagrams are enlarged or reduced examples.

Amateur scoring areas

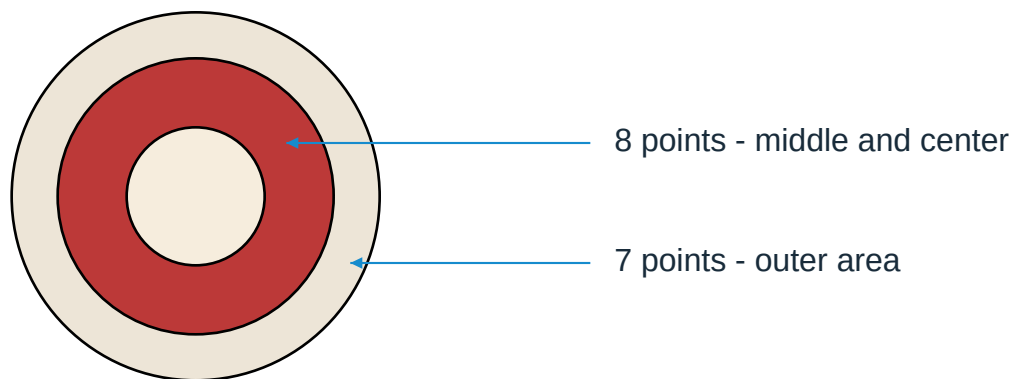
Arrowheads point inside the scoring area - not to its boundary

Bulls: all five positions

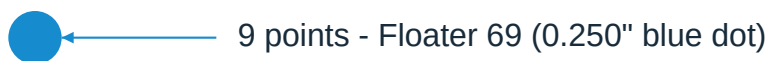


Bull diameters: 3.5" outer / 2" middle / 1" center.

Regular Money Shots: all four positions



Call before throwing: 4 attempts per game, 2 per five throws.



Floater: one call per game, included in the Money Shot attempt limits.

Zero and Drop score 0. All diagrams are enlarged or reduced examples.

Beginner scoring

A venue-approved handicap that keeps new throwers in the game

Board hits start at 2 points

A scoring axe must remain stuck. A Drop is recorded as Drop and scores 0.

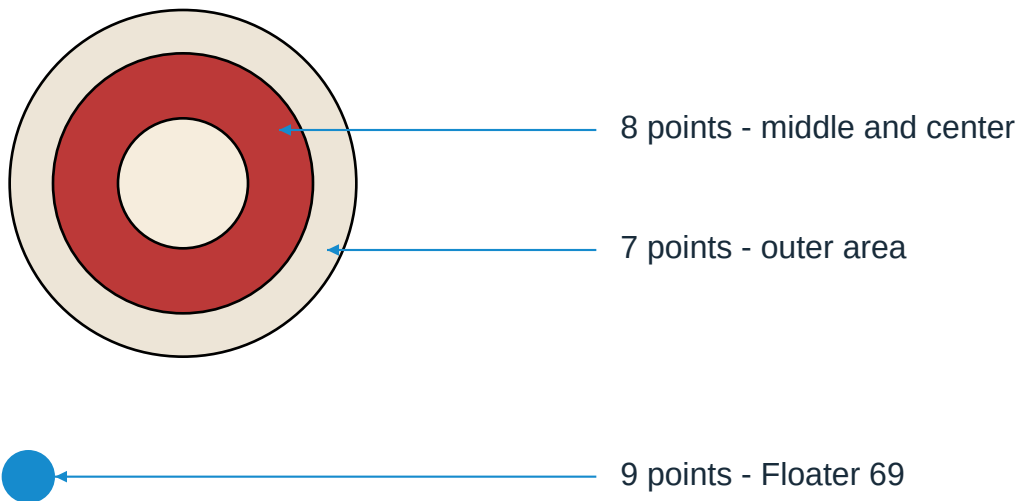
A complete miss is recorded as Zero and scores 0.

Every other board hit scores at least 2 points; higher Amateur values apply.

Ordinary board areas: minimum 2, then 3 and 4 in the matching rings.

Bulls: outer area = 5; middle and center = 6.

Money Shots and Floater 69 are always live



Beginners do not have to call Money Shots or Floater 69.

These areas remain live on every throw, including repeat hits.

The Amateur/Pro attempt limits and closeouts do not apply to Beginners.

The 69-point Amateur/Pro maximum does not limit Beginner scores.

Match format remains 10 throws: 5 in each lane.

Beginner status requires demonstrated need and venue approval.



Advancement, review, and administrative authority

1. Beginner approval and advancement

Beginner is a demonstrated handicap classification, not a division a player may select for advantage. The venue must assess, approve, and support the classification. After completing two leagues, a Beginner automatically advances to Amateur.

2. Amateur advancement to Pro

An Amateur automatically advances to Pro upon either (a) winning a Week 8 tournament, or (b) recording a league-total score of at least 1,400 points in each of two leagues. These are two separate qualifying league totals, not a combined 1,400-point total. Admin verifies the qualifying results and updates the classification.

3. Pro status and Admin review

Once earned, Pro status continues; players may not elect to return to a lower division. Admin monitors league statistics and may reassign a player downward when Admin determines that demonstrated performance warrants it. This Admin-directed review is the exception to continuing Pro status. Classification decisions and their effective dates will be recorded.

4. Rule changes and participation

Admin reserves the right to interpret, amend, or replace these rules at any time, subject to applicable law. Changes will be communicated with an effective date. Admin may refuse participation, suspend or remove a player, or remove a player from the active roster for demonstrated conduct inconsistent with the mission, including cheating, deliberate misrepresentation of ability, harassment, unsafe conduct, or repeated refusal to follow scoring or venue instructions. These powers will be exercised subject to applicable law and without unlawful discrimination.

5. Records and accountability

Admin will record the date and reason for classification changes, rule changes, and disciplinary decisions. Removal from the active player list does not by itself erase prior match results or audit history. Players may ask Admin to review a factual error. Participation is subject to the rules in effect for the event; these provisions do not waive rights that applicable law does not permit to be waived.

Our shared commitment



Everyone gets a place to start - every player earns their progress

Beginner support gives new throwers a way into the game. Amateur scoring keeps developing players competitive. Pro scoring asks experienced players to be precise and consistent. The divisions change how we score; they do not divide our friendships or our community.

We expect honest effort, honest scores, and respect for the people beside us. Help a new thrower find their confidence. Challenge a strong opponent. Celebrate a great throw, even when it is against you. Give the next person a reason to come back.

Our goal is a Week 8 tournament filled with earned opportunities, hard competition, memorable smiles, and players who are glad they spent the season together.

Throw together. Compete hard. Leave as friends.

