

Hatchet Throw

- Team:** 1 Pathfinder
- Club Staff:** 1 Adult Club Staff must remain with the team at all times
- Equipment:** 4 Throwing Hatchets (single bit with molded head to allow easy handle replacement)
- Time Limit:** No limit, Scoring based on fastest time.
- Scoring:** Fastest time, time will start when the Pathfinder pick up the first hatchet and ends when 2 of the 4 hatchets land and remain stuck to the target.
- Instructions:**
1. Pathfinder will gather in a designated area behind the throw line
 2. When indicated by the time keeper the Pathfinder will pick up the first hatchet.
Time Starts.
 3. Pathfinder will throw the hatchet at the target.
 4. The Pathfinder will continue to throw the Hatchets until 2 of the 4 stick to the target.
 5. Time stops when the 2nd Hatchet hits and sticks to the target.
 6. If the Pathfinder throws all 4 Hatchets and does not stick the required 2 then they "DNF"
Did not finish and can try again via the Return Line.
- Note:** If clubs want to better their time they simply line up to repeat the event in the specifically designated **Return Line**. Teams will be given an opportunity to best there time by repeating the event as many times as time allows through the "**Return Line**."
- If a club has more than one team who has practiced this event all subsequent (except the first one) teams must line up in the **Return Line** to make sure all clubs have an equal opportunity to participate at least once.
- Minor details, procedure, and specifics for this event may be changed do to space, time, and availability of resources.