

Tomahawk Competition

VIKINGS INVASION WEEKEND



2022 TOMAHAWK COMPETITION

PLEASE SUBMIT FORM AND PAYMENT:
MAIL FOR CASH/CHECK: 12600 DIXIE HWY, HOLLY, MI 48442

PAYMENTS WILL/CAN BE ACCEPTED @ THE WILL CALL WINDOW
YOU MAY ALSO BRING YOUR FORM TO WILL CALL WITH PAYMENT



12600 Dixie Hwy., Holly, MI 48442
Weekends & Labor Day • Aug. 20 – Oct. 2
Festival Fri. Sept. 30 • 10am – 7pm • Rain or Shine • FREE Parking

CONTACT INFO

NAME: _____ AGE: _____

ADDRESS: _____ APT #: _____

CITY: _____ STATE: _____ ZIP: _____

PHONE #: _____

EMAIL ADDRESS: _____

ALTERNATE CONTACT PERSON: _____

ALTERNATE PHONE: _____

ENTRY FEE: \$20 PER PERSON

*** EACH CONTESTANT RECEIVES TWO (2) COMP TICKETS ***

**VIKINGS WEEKEND
DATES COMPETING:**

9/3

9/4

9/5

**PLEASE SEE THE
ATTACHED RULES OF THE
COMPETITION**

THANK YOU! MICHIGAN RENAISSANCE FESTIVAL
248.634.5552 • ALLISON@MICHRENFEST.COM

2022 MRF Tomahawk Competition Rules & Play
Labor Day Weekend, Sept. 3rd, 4th & 5th

Hosted by The Hub Stadium

***Competitors** must be signed in and have paid the comp fee prior to competing.

A maximum of 100 competitors will be allowed to compete per day of the competition. Each competitor will be assigned and given a comp number 00-99 which must be worn by the competitor and made clearly visible while competing.

***Tomahawks** will be provided to the competitors. Competitors may be allowed to bring and use their own tomahawks/axes/hatchets if they qualify as a similar size to the provided competition size tomahawks. (You must have 3 of them) **NO DOUBLE-SIDED AXES or SPIKED BACKS.** The total length of the hawk must be at least 14 inches long and no more than 30 inches long. The blade head of the hawk must be no more than 4 inches total length along the edge.

***The FIRST** throwing distance for the competition is 12 feet to the target, but competitors may throw from any distance behind the 12' line marker. The **SECOND/** Finalists throwing distance is 23 feet to the target, but competitors may throw from any distance behind that line marker.

***Competitors** will be called up to the throwing lanes by their comp number. There will be a score keeper/referee off to the sideline of each throwing lane. The score keeper or "The Axe Master" will signal the competitors when it is time to throw. **Competitors may only handle one tomahawk at a time.** Each competitor is allowed (3) practice throws at the beginning of Round # 1 before the score keeping begins. (Any competitor who completely misses the 5x8 target board will be immediately dismissed from the comp) The score keeper will yell out your current score. And retrieve your hawks. Competitors are to walk away from the throwing lane at the end of their throwing round set.

Competitors are never allowed to walk down the throwing lanes. Any arguing with the score keeper will result in an immediate dismissal from the competition.

***Scoring & Elimination**

Rounds 1-3 are thrown from behind the 12-foot marker. The Finalist Round/s are thrown from behind the 23-foot marker.

There will be 3 targets at the end of each target lane. Competitors will throw 3 hawks at time (**separately throwing one hawk at each target from left to right**) The first throw must stick in the left target to score. The second throw must stick in the center target to score. The third throw must stick in the right target to score. A scoring tomahawk must stick into the target and stay until all 3 hawks have been thrown & the score keeper has determined the point value of the strike. If a tomahawk hits anywhere outside the target, then no point will be made.

Each target will be 16 inches across. The center target will be 62 inches from the ground to the bullseye. The left & right targets will be 68 inches from the ground to the bullseye. The bullseye is 4 inches in diameter. And it is worth 5 points.

The first ring around the bullseye is 8 inches across. And it is worth 4 points. The second ring around the bullseye is 16 inches across. And it is worth 3 points.

***Elimination/Rounds/Target Layout -Continue to Page 2...**

Round #1 (12-foot marker) -Each competitor throws a total of 9 times, for maximum score possibility of 45 points.

The top 50%-point scorers will move on to the next round.

Round #2 (12-foot marker)-Each competitor throws a total of 6 times, for a total max score possibility of 75 points. Top 50%-point scorers move on to next round.

Round #3 (12-foot marker) –Each competitor throws a total of 3 times, for a total max score possibility of 90 points. **The top 3-point scorers now move on to the finalist's round.** (If there is a tie for 3rd place at this point then those competitors will also move on)

Round #4 (23-foot marker) – **Scoring points are now doubled!!** Each competitor at this point will be allowed 3 practice throws before scoring begins. Each competitor will throw 3 tomahawks, for a total max score possibility of 120points. The competitor with the highest total points scored at end of this round will be named the winner. If there is a tie at this point, then there will be a round #5 with these competitors throwing 3 more hawks from the 23 foot distance. (If there is still a tie for top score then round 5 will be repeated with 3 more throws, and so on)

****Winners or any other competitor from any competition day may still compete again another day that same festival weekend.**

