

ROULETTE **RULES FOR VEGAS STYLE GAMES**

(VARIATION ON FAST DRAW COMPETITION)

1. **THROWERS WILL STAND AT THE 3 METER (ONE SPIN) MARK POSITION WITH TWO (2) BOWIE OR IKTHOF REGULATION KNIVES.**
2. **KNIVES CAN BE HELD IN HAND OR IN SHEATHS. ONLY THE FIRST AND THIRD TARGETS IN THE LANE ARE USED IN THIS GAME.**
3. **THE FIRST TARGET WILL HAVE TWO 12" X 12" AREAS SIDE BY SIDE COLORED RED AND BLACK.**
4. **THE THIRD TARGET IS DIVIDED INTO TWO HALVES PLACED ONE ABOVE THE OTHER MARKED "LOW (1 TO 18)" AND "HIGH (19 TO 36)".**
5. **THE ROULETTE WHEEL IS SPUN AND WHEN IT STOPS AT A NUMBER AND COLOR COMBINATION, THE THROWERS MUST THROW THEIR KNIVES BASED ON THE COMBINATION SHOWN. FOR EXAMPLE, IF THE WHEEL STOPS AT 14 RED, THE THROWERS MUST THROW AND STICK THEIR FIRST KNIFE INTO THE RED PORTION OF THE FIRST TARGET AND THE SECOND HALF (19 TO 36) OF THE THIRD TARGET.**
6. **THE FIRST THROWER TO STICK BOTH TARGETS CORRECTLY WILL WIN THE ROUND.**
7. **THE KNIFE MUST BE IN THE ZONE. ANY KNIFE CUTTING THROUGH THE SEPARATING LINE IS COUNTED A FOUL.**
8. **THERE WILL BE FIVE ROUNDS AND THE WINNER IS THE ONE WHO WINS BEST OF FIVE ROUNDS.**
9. **IN CASE OF A TIE, THERE WILL BE A SUDDEN DEATH THROW OFF WHERE THE FIRST TO STICK BOTH KNIVES CORRECTLY, WINS.**

