**Sudden Death Example:**

In the event of Sudden Death that both players miss the killshot, the league official will measure the distance missed.

**Player 1**

![Image of Player 1's axe and measuring tape]

**Player 2**

![Image of Player 2's axe and measuring tape]

The measuring tape is used to determine if player 1 or player 2 is closer to the killshot.

**Player 1 distance from axe to killshot: 1.14in/2.9cm**

**Player 2 distance from axe to killshot: 1.38in/3.5cm**

Player 1 is awarded the match win due to having their axe closer to the kill than player 2.