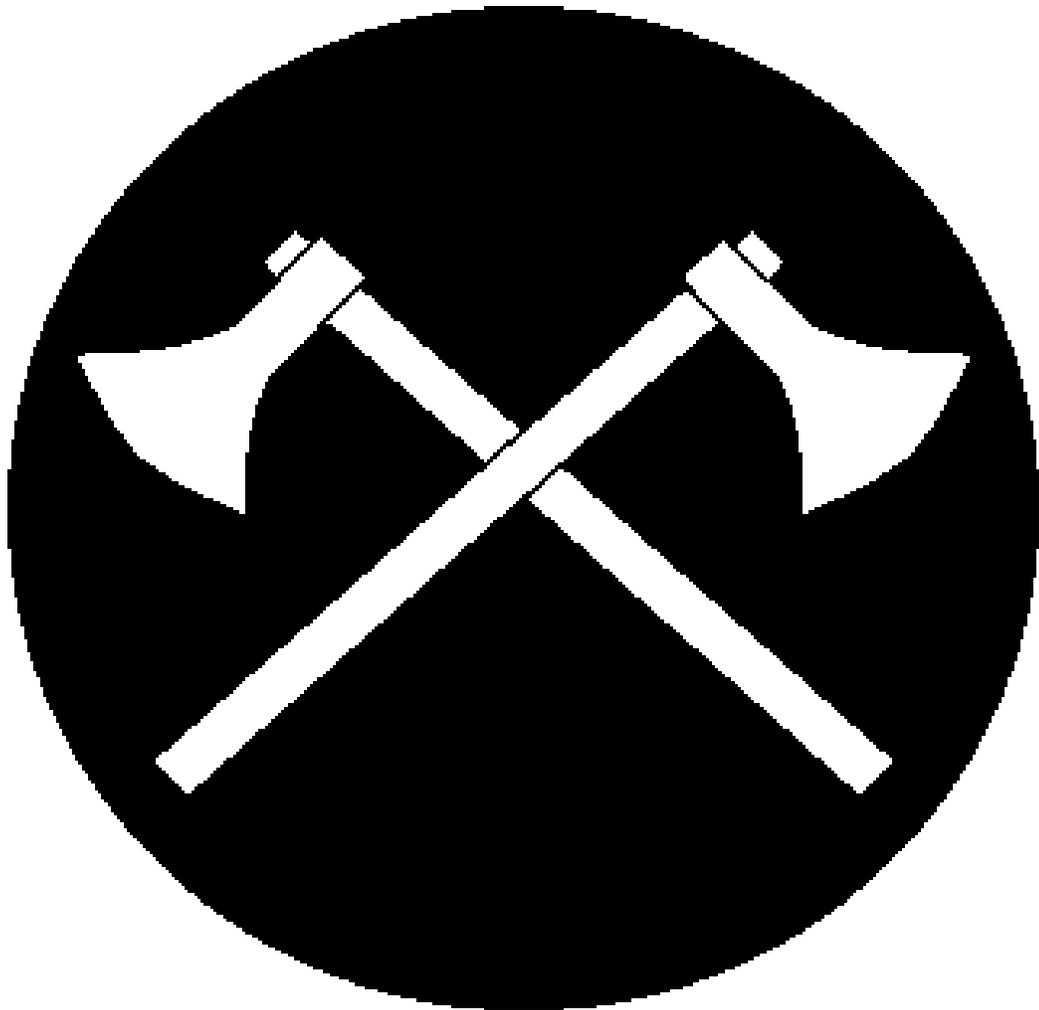


Kingdom of Ealdormere
Thrown-Weapon
Marshal's
Handbook



SCA THROWN-WEAPONS RULES FOR THE KINGDOM OF EALDORMERE

THROWN-WEAPONS MARSHALS

Requirements for Thrown-Weapons Marshals

1. All Thrown-Weapons Marshals (TWMs) shall be knowledgeable about throwing weapons, range safety, and SCA and kingdom thrown weapon rules.
2. All marshals must complete the nine (9) step program.
3. New marshals shall run the range at an event with the backup of a warranted marshal.
4. All Thrown-Weapons Marshals are officers of the SCA and shall maintain membership as required by the SCA by-laws, and shall be warranted by their kingdom as required by Corpora.
5. Warrant cards are valid until the signing Kingdom Marshal steps down, and/or as long as the marshal's name is on the warrant of the current King and Queen. New cards will be provided by each new Kingdom Thrown Weapons Marshal

Cards of warranted marshals may be revoked for failure to send in event and yearly reports to the KTWM as well as for unsafe procedures on the range. To become a warranted marshal again the nine step program must be redone. It is possible to redo your warrant by attending 3 events which have Thrown Weapons. The signature of 3 different marshals is required.

Responsibilities of Thrown-Weapons Marshals

1. The Kingdom Thrown-Weapons Marshal shall ensure that the kingdom thrown-weapon rules include, at a minimum, basic range safety standards, equipment standards, warranting and reporting procedures for Thrown-Weapons Marshals and injury reporting procedures.
2. No thrown-weapons activities are to take place at an event unless a warranted thrown-weapons marshal is present.
3. In the event of any disagreement, the Marshal in Charge (MIC) shall have complete say and control in resolving the dispute, subject to appeal to the kingdom Earl Marshal or the Crown. Appeals may be made via the appropriate procedures as specified in kingdom and SCA law and policy.
4. The commands of the Marshal in Charge are to be followed explicitly by all throwers while on the thrown-weapons range. Failure to follow the MIC's instructions may result in removal from the range.
5. The Marshal in Charge may request the assistance of other Marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the Marshal in Charge.
6. The Marshal in Charge or the assisting Marshals have the authority to see that all thrown weapons are inspected for damage and compliance with the rules of the line.

Equipment that does not meet the standards laid out in these rules shall not be used.
Equipment deemed dangerous by the Marshal in Charge shall not be used.

7. While on duty, all Thrown-Weapons Marshals are responsible for the enforcement of the rules and safety standards for thrown-weapons activities or events.
8. As part of their duties, Thrown –Weapons Marshals are responsible for taking reasonable steps for ensuring that all throwers are familiar with and comply with the SCA and Kingdom Thrown-Weapons Rules.

9. All kingdom level Thrown-Weapons Marshals are required to report quarterly to the SCA Archery Marshal. This is in addition to any reports to their superior required by kingdom law.

10. The Marshal in Charge at an event shall report, to the Kingdom Thrown-Weapons Marshal and any others required by kingdom law and policy, all injuries requiring professional medical treatment as a result of activity on or about the range.

11. The Kingdom Thrown-Weapons Marshal shall report to the Society Archery Marshal any injuries related to thrown-weapons activities which required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown-weapons activities in the kingdom and their outcome.

YOUTH

All youth up to the age of 12 **MUST** have a parent with them on the range at all times.

From the ages of 12 to 15 the youth will be given a card and will attend 3 different events to obtain a signature from the MIC. Once the youth gets the required signatures they will be allowed at the range without the supervision of their parent.

To get a signature on their card the youth must prove they know Range Etiquette, Rules of the Line and demonstrates an ability to listen and obey the MIC.

This card can be revoked by any warranted marshal if inappropriate behavior is exhibited at the range. The card is then given to the KTWM and the youth must begin the process again.

EQUIPMENT STANDARDS

General Standards

1. Each thrower has the final responsibility for the proper care and safe use of their weapons, and for knowing and following their kingdom's thrown-weapon rules.

A thrower shall not knowingly use unsafe equipment.

If a thrower is unsure of the safety of their equipment they shall request the assistance of a Thrown-Weapons Marshal in inspecting their equipment.

The Thrown-Weapons Marshal assisting in the inspection shall make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform the thrower of what is found and how to correct it.

The inspection by the Thrown-Weapons Marshal may not find all equipment faults and is conducted as a service to all the throwers on the line. It does not remove the throwers' primary responsibility for the safe condition of their own equipment.

Any equipment observed by a Thrown-Weapons Marshal to be unsafe shall not be used until it is made safe and re-inspected by a Thrown-Weapons Marshal.

2. Equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations:

How will the user be throwing the weapon? E.g., for knives, will it be thrown by the handle or the blade?

Is the weapon designed to be thrown? Is the weapon sturdy enough to be thrown?

How sharp is the blade? How balanced is the weapon?

If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it can be thrown safely.

Is the weapon either excessively light or heavy in weight?

Is the weapon either excessively short or long?

Is the handle taped? If a weapons handle has been taped or re-enforced, it must have been done for a reason. Ask the owner about it. Give it extra attention; make sure that it is structurally sound and safe.

Duct tape is not an acceptable fix for a handle with a major crack. If it cannot be inspected due to coverings, it should be failed.

Knives

1. Throwing knives should be of a size and weight which allows them to be thrown safely and easily.
2. The handle of the knife should be firmly attached.
3. The throwing surface should be free of burrs or protrusions that can cut or injure an unprotected hand upon release.

Axes

1. Axes should be of a size and weight that allows them to be thrown safely and easily.
2. The handles of all axes should be firmly attached.
3. Some axes are designed to allow the head to slide up a tapered handle and pressure-fit on. The heads will come off if they are pushed toward the butt of the handle. When the axe is used, the head is forced into place and seats tightly. The inspecting marshal should ensure that the head does indeed seat tightly and will not slip over the taper.
4. The haft cannot have any major cracks.
5. The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
6. Solid metal axes cannot be painted as this can potentially hide cracks or weld fractures. Damage like this has been known to cause axes to shatter.

Spears

1. Spears may not be excessively long or heavy.
2. Spear heads must be firmly attached to the shaft of the spear.
3. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
4. The shaft must be sound and without major cracks.

Specialized Throwing Weapons

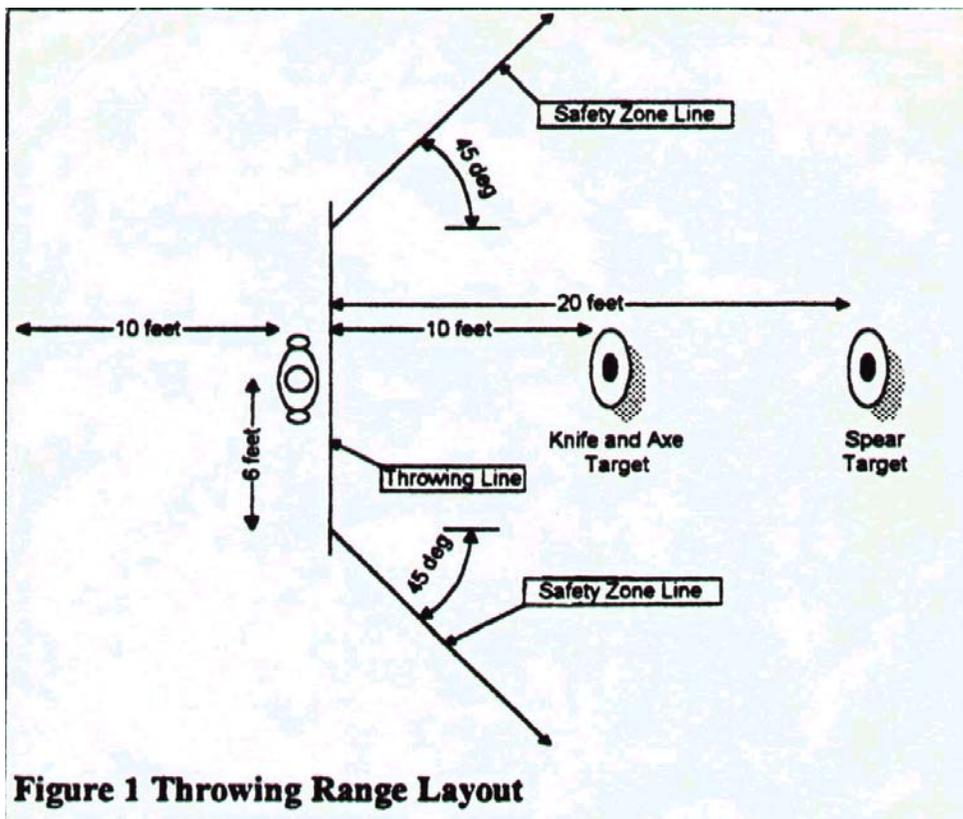
Specialized throwing weapons are any weapons that have been designed with more than one impact surface to increase the chances of the weapon sticking in the target. Because they come in a variety of shapes and sizes, they must be judged on an individual basis.

RANGE SAFETY, RANGE PROCEDURES, AND RULES OF THE LINE

Safety is of primary importance.

Range Set-Up

1. The range will be identifiable at all times. Rope, tape, poles, etc., may be used to mark off the range and the safety area.
2. It is recommended the MIC wear a baldric marked with the MIC and axes to show who is in charge of the range. Reflective tape could be added for safety if used for night throws.
3. The throwing line is the closest position from which a throw can be made.
4. Hard targets for knives and axes should be at least 10 feet away from the throwing line (down-range). A hard target is any target made of materials that provide a solid resistance. This includes, but is not limited to, logs, plywood, etc.
5. Hard targets for spears should be at least 20 feet away from the throwing line.
6. Soft targets for spears should be at least 10 feet away from the throwing line. A soft target is any target made of materials that do not provide solid resistance. This includes, but is not limited to, hay bales, styrofoam, etc.
7. A safe zone shall be established that takes into consideration the weapons being used and the range conditions. The safe zone includes the area behind and to the sides of the targets as well as behind the throwing line.



RANGE PROCEDURES and COMMANDS

1. The Marshal will call the throwers to the line.
2. The Marshal will look to see that all is clear down-range.
3. The Marshal will look to see that nobody is directly behind the throwers, in the path of swing, or in the arch traversed by the swing
4. The Marshal will call out "Range Clear" or the equivalent, and wait momentarily for any responses.
5. If all is clear, then the order "Throw When Ready" or the equivalent will be given.
6. When the marshal asks if all weapons have been thrown the throwers will be then be asked to take a step back from the line and show their hands.
7. When all throwers are finished, the marshal will call "Weapons Down" or the equivalent and wait for compliance.
8. When all weapons are down, then the marshal will give the command "Retrieve Weapons" or the equivalent.

Rules of the Line

1. **Appropriate shoes** (closed toe shoes or boots) **MUST be worn by ALL participants at a throwing range.** Participants will not be permitted to throw in bare feet or sandals or any other footwear other than enclosed shoes or boots.
2. Each thrower shall recognize that his/her equipment is a potentially lethal weapon, and understand the possibilities of physical injury to him/herself or others, and shall assume onto him/herself all risk and liability for harm.
3. A warranted Ealdormere Thrown Weapons Marshal must be present at all SCA events and practices where throwing weapons will take place. Only throwers and line marshals are permitted inside the throwing range.
4. Throwers shall pay heed to the Thrown Weapons Marshal-in-Charge (MIC) and follow his/her commands.
5. All throwing weapons must be inspected by a warranted Thrown Weapons Marshal **before** the thrower steps to the line. Any weapon struck by another weapon during a round of throwing should be re-inspected by the marshal.
6. Throwers shall behave in a courteous and safe manner at all times.
7. Throwers shall approach the throwing line only when instructed to do so by a marshal.
8. Throwers shall stand behind the throwing line when throwing to ensure a safe zone from bouncing weapons.
9. Throwers shall throw only at the command of the marshal. Whenever any person is in front of the line of throwers, **NO WEAPONS WILL BE THROWN !!!**
10. At the call of "**HOLD**", throwers shall **immediately** lower any unthrown weapons to the ground. Depending on the circumstances, the marshal may further request throwers to step back from their weapons. ***Any thrower who sees a dangerous or life-threatening condition on the range has the right and responsibility to call a HOLD. If you do so, then quickly tell the line marshal why.***
11. When finished throwing, the thrower shall wait patiently for further instructions from the marshal.

12. Throwers shall retrieve their weapons only at the command of the marshal.
13. When retrieving weapons, throwers should be aware of weapons on the ground and not step on them.
14. When pulling a weapon, a thrower should place one hand on the target face and one hand on the weapon handle. Carefully wiggle the axe or knife back and forth to loosed it and pull the weapon straight out of the target. Pull spears and javelins out in a straight line with one hand on the spear shaft and one hand on the target face. Be aware and careful of anyone behind you before pulling out any weapons.
Never pull someone else's weapons unless requested.
15. Inappropriate behaviour on the part of any participant or spectator may result in the Marshal-in-Charge removing that person from the throwing area.
16. **Do not throw under the influence of drugs or alcohol or permit other people to throw who may be under the influence.**

Range Etiquette

1. Side-arm throwing of weapons is not permitted on this range.
2. Throwers must ask the Thrown Weapons Marshal for permission before filling in on the line.
3. All throwers on the line must throw from approximately the same distance.
4. Throw only at designated targets. Throwers cannot throw out of their lane (ie at their neighbors target).
5. Do not throw until commanded to do so.
6. Do not retrieve until commanded to do so.
7. If "HOLD" is called, put down your weapons(s) and step back from the line.
8. Take one step back once you have completed throwing and show your hands
9. Do not throw weapons that have not been inspected. Any weapon hit by another weapon, must be re-inspected by the thrower.
10. Do not stand or walk behind the throwers on line.
11. Just before EACH throw, look behind to ensure that it is clear.
12. Do not swing weapons aimlessly or in a careless manner. Always be aware of what may be in the path of your weapon when it is swung.
13. Be aware of sharp points and edges of weapons.
14. When entering or leaving the range, walk, DO NOT RUN, and caary your weapons properly so as not to get injured.

Stay alert.

Weapons can and will bounce back from the target if mis-thrown.



Ealdormere Thrown Weapons Event Report



To be completed by the Marshal-In-Charge (MIC) for the event and submitted to the Kingdom Thrown Weapons Marshall within two weeks of the event. A copy of the report should be maintained in the files of the sponsoring group's Thrown Weapons or Archery Marshal. A copy should also go to the sponsoring group's Seneschal. Any injuries requiring a doctor's care should be reported to Kingdom Thrown Weapons Marshall and Earl Marshal within 24 hours.

Event _____

Location _____

Sponsoring Group _____

Date of the event _____

Marshal-In-Charge (MIC) _____

Phone _____ **E-Mail** _____

Address _____

Event Autocrat _____

◆ **Types of Throws / Competitions** _____

◆ **Number of Participants** _____

◆ **Names of Event Winners** _____

◆ **Other Marshals Assisting** _____

◆ **Marshals-In-Training (MIT) or Thrown Weapons Instruction**

◆ **Other Information (injuries, difficulties, what went particularly well, etc.)**

Signature of MIC _____

Date _____



Ealdormere Thrown Weapons Scoring Sheet



Date: _____

Event Name: _____

MIC: _____

Thrower's Name.	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Total Score	
A								
K								
A								
K								
A								
K								
A								
K								
A								
K								
A								
K								
A								
K								



Ealdormere Thrown Weapons Marshal-In-Training Tracking Sheet.

To be filled in by the Marshal-In-Charge (MIC) for any event a Marshal-In-Training (MIT) participates in the operations of the Thrown Weapons range. The MIT Tracking sheet should travel with the MIT from event to event until the required experience and skills for operating a range have been obtained.

- Marshals will fill in the appropriate evaluation box(es) for the activities performed by the MIT during their training session (ie. Set-up, Inspection, Management).
- Marshals please initial their evaluation box(es) at the end of the session.
- Please use pen only for all evaluations.

MIT's Name: _____
Address: _____

Phone Number: _____
Email: _____
 Affiliated Group: _____

~for filing purposes and communication only~

Range Set-up -target set-up -range lines (10, 20, etc) -"back" field -"overthrow" field -safety zones around range -safe entrance and exit	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*
Weapon Inspection -axe and knife inspections -identifying possible hazards -suggesting possible solutions -rejection of unsafe weapons	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*
Range Management -range management -calling commands -rotating participants -traffic control -spectator control -monitoring and managing safety concerns	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*	Event: _____ Date: _____ Marshal's Name: _____ _____ Comments: _____ _____ ! Good 1 Fair 1 N.I.*

N.I.* = Needs Improvement

EALDORMERE

THROWN WEAPON

ROYAL ROUND RULES

I. **ALLOWED WEAPONS:** Ealdormere Royal Rounds will consist of knives and axes only.

II. **WEAPONS:**

A. Axes must be designed to be thrown with one hand and have a single scoring blade. Double bladed axes, hurl bats and any other axe that has extra weight will not be allowed.

B. Knives should be designed to be thrown with one hand and will consist of one blade (i.e. blade consisting of one point and one or two edges) and one handle.

C. Swords or any other type of weapon will not be thrown.

III. **EQUIPMENT:**

A. **WOOD BUTTS:** Due to availability, hardwood or softwood wood butts can be used for Royal Rounds. The diameter of the wood butts should be greater than 16 inches (the wood butt should be at least one inch larger than the outer 15-inch ring circumference) and at least 6-8 inches thick.

B. **STANDS:** The wood butt stand should hold the wood butt so that the center of the butt will be 40 to 50 inches from the ground. Multiple targets should be uniform in height.

C. **TARGETS:** The royal round target will consist of three circles with the following values:
3 inch circle of red equal to 10 points.
9 inch circle of blue equal to 7 points
15 inch circle of white equal to 4 points
Outside the 15 inch circle equal to 1 point

NOTE: The circle lines around each scoring area will be black.

IV: **RANGE:** The Royal Round Range will have clearly marked 10 foot and 20 foot throwing lines.

V: **RULES:**

A. No person's foot may be touching or across the throwing line during the throw.

B. If a throw is made and the Marshal in Charge has determined that a person's foot has touched or passed over the line, then a "FOUL" may be declared and the Marshal in Charge may give a friendly advisory warning if the foul was, in the opinion of the Marshal, only slightly over the line and completely unintentional. If the offense is more obvious, the marshal may count the score for the particular throw as null and void. All subsequent offenses after one warning will be non-scoring and judged as fouls.

C. If a "FOUL" has been determined and the Marshal in Charge does not know which foul/throw has scored, then he may eliminate the higher of the two scores.

D. Any "FOUL" determined by the Marshal in Charge will not be re-thrown.

E. Any part of the cutting edge of the ax or tip of a knife that cuts the line separating the scoring zone will count as the higher score. (e.g. if the knife /axe cuts two zones only the higher of the two is counted).

F. All weapons must be sticking in the scoring zone long enough to be scored. This is at the discretion of the MIC.

G. Any weapon knocking a scoring weapon out of the target will not be counted. (let it be noted that the marshal's first duty is safety. His attention will not be on scoring until after the thrown weapons flight)

VI. SCORING

The Royal Round will consist of:

- 4 axe throws from behind the 10-ft. line (2 flights of 2)
- 2 axe throws from behind the 20 ft. line. (1 flight of 2)
- 4 knife throws from behind the 10 ft. line. (2 flights of 2)
- 2 knife throws from behind the 20 ft. line. (1 flight of 2)

A. Royal Round scores will be included in the event report and submitted to the Kingdom Thrown Weapons Deputy within one week of the activity, by the Marshal in charge.

VII. MISCELLANEOUS

A. Thrower can reserve the right to throw only one weapon at a time. (because they only possess one weapon, or, if previous weapon is blocking center or in danger of falling off)

B. Once a Royal Round has been started it must be completed or all scores discarded before starting another round.

C. Marshal in charge can conduct Royal Rounds by flights, (i.e. rotate throwers through each flight before continuing to the next scoring flight).

D. Only one Royal Round Score may be submitted per thrower/day from an announced official practice or event, by the Marshal in charge.

E. Ranking of the Royal Rounds is determined by averaging the three highest Royal Round scores thrown and submitted to the Thrown Weapons Scorekeeper within the last 12 months.

1. Scores that are older than 12 months will be dropped from records and will not be used for averaging Royal Rounds.
2. Throwers who have submitted less than three scores will not appear on the list of published Royal Round averages.
3. Standings will be available on the Kingdom Thrown Weapons website and in the Tidings at season's end..

THROWN WEAPONS INTER-KINGDOM CHALLENGE

Rules and Regulations

I. Introduction

The Thrown Weapons Inter-kingdom Challenge was founded as a means for thrown weapons participants in the SCA to have a set of standardized rules, using standardized targets, with a standardized course of throw (a round), at standardized minimum distances, so the throwers in any kingdom anywhere can directly compare their abilities to the abilities of throwers in other kingdoms, without the necessity of traveling to the same place at the same time. The TWIC is not a recognized SCA entity nor activity, but is a privately owned and run competition for inclusion at SCA events. All SCA rules and regulations, both Society level or local level shall be observed, however.

II. Persons

The TWIC is open to all competitors, of all ages, from all the Kingdoms of the SCA. Paid membership in the SCA is not required to compete, nor to have your scores listed, nor to qualify for prizes or other recognition.

III. Places

Only scores from rounds thrown at official events may be submitted for the TWIC. Official Events" are those activities that are defined as "Society Events" in the governing documents of the SCA. This definition, for purposes of TWIC, also includes announced 'practices' held under the auspices of a local SCA branch.

IV. Targets

The Standard TWIC target face shall be a multi-color concentric circle target. This target face can be made of paper, cardboard, or other similar material, or can simply be painted on the target backing. Individual colors to be used are not specified, but should contrast with each other. The smallest circle shall be 3" in diameter, and shall count as five (5) points. The next largest circle shall be 8" in diameter, and shall count as three (3) points. The outer circle shall be 14" in diameter, and shall count as one (1) point. The backing for the target face is left up to the local person running the competition, or local Kingdom rules or conventions, but it is recommended that for knife and axe throwing, an end grain 'round' of wood be used, preferably of a soft wood such as pine or fir. Use of 'hard' wood, plywood, or side grain type target backing is discouraged, as it is more difficult to get a knife or axe to stick into this type backing, thereby putting the competitors throwing at it under some disadvantage. In the event that a suitable 'end grain' round or equivalent cannot be found with a diameter of 14" or greater, the outer circle may be smaller than the specified 14". But be aware, it will still be counted and scored the same as if it was full size, which will put those competitors throwing at it under some disadvantage also. For spear throwing, two or preferably three hay bales, one on top of the other, is recommended. The use of wooden target backings of any type for spears is highly discouraged, as it tends to damage most spears, and it is more difficult to get a spear to stick into this type target, which will put those competitors throwing at it under some disadvantage also. Other backing materials (such as multiple layers of carpet, or foam or insulation boards) may also be used for knife, axe, or spear targets, if that is all that is available, and if such use is allowed in the particular Kingdom where the throw is taking place.

The center of the target face for all throwing should be between three and a half and five feet off the ground. Any weapon 'cutting' a dividing line between two colored circles shall be scored as having hit the higher of the two areas. Weapons hitting outside the outer circle, or missing the backing altogether shall count as zero (0). All weapons must stick into the target, and must remain in the target until pulled for score, except that spears which pass totally through the target may be 'judged' by the range-master to have scored in the ring where he believes it struck. Spears do not have to remain free-standing in the target to count, as long as the point is still obviously 'in' the target. The person throwing may request his weapons be scored and pulled after each throw, if he so desires.

V. Weapons

A. Knives

Knives to be thrown may be single or double-edged, or be simply pointed with no 'edge' (spikes), but may only have one pointed end. These rules do not set any maximum or minimum sizes on throwing knives, but any throwing knife used must not be prohibited for thrown weapons use in the Kingdom where it is being used.

B. Axes

Axes to be thrown may have single or double-edged heads, and while they may have top or butt spikes, these top or butt spikes can not be used for scoring. An axe with a cutting edged head and a back spike opposite the cutting edge will count as though the back spike was a second cutting edge. These rules do not set any maximum or minimum sizes on throwing axes, but any throwing axe used must not be prohibited for thrown weapons use in the Kingdom where it is being used, and must be thrown using only one hand.

C. Spears

Spears to be thrown generally should not be barbed, as barbed spears tend to damage targets, but with the permission of the person running the range and/or providing the target or backing, they may be barbed. Spears are limited to a single sticking point for purposes of scoring. These rules do not set any maximum or minimum sizes on throwing spears, but any throwing spear used must not be prohibited for thrown weapons use in the Kingdom where it is being used.

D. "Other" or Specialty weapons

At this time, no standards for 'other' or specialty weapons have been established for TWIC. Feel free to throw them, as allowed by local kingdom rules, and as allowed by the person running the range, and feel free to score them according to TWIC basic standards for distances and scoring. Feel free to submit these scores to the Keeper of the TWIC, but if you do, please indicate the exact weapon(s) used, the distances thrown, and anything else pertinent to tabulating these scores. In fact, we encourage such throwing for possible inclusion in future challenges. These scores will not be 'counted', at this time, but might help us to establish future standards and challenges using these other weapons. The Keeper of the TWIC will report such scores in the same way that all other scores are reported, but with a disclaimer that such scores are not 'official'. All other and specialty weapons used must not be prohibited for thrown weapons use in the Kingdom where it is being used.

VI. Distances

These distances are MINIMUM distances for each weapon. Throwers may throw at greater distances than the minimum distance for a course of throw, but may not throw at any less than the minimum distance for that course of throw. Some Kingdoms may have minimum throwing distances established by rules that are of greater distances than some of the TWIC minimum distances stated. When throwing in such a Kingdom, no throws can be done at less than the Kingdom minimum distance for that weapon, even if it entails throwing one, two, or all three courses of a throw at this greater distance. The scoring will remain the same as if the throw was done from the TWIC minimum distances listed, however. All distances must be measured, not paced off, and are taken from the face of the target to the foul line. Anyone stepping on or over the foul line during or immediately after throwing will have that throw disqualified, and be given a zero point score for that throw only.

A. Knives

Knives are to be thrown from beyond these minimum distances:

- Ten (10) feet
- Fifteen (15) feet
- Twenty (20) feet

B. Axes

Axes are to be thrown from beyond these minimum distances:

- Ten (10) feet
- Fifteen (15) feet
- Twenty (20) feet

C. Spears

Spears are to be thrown from beyond these minimum distances:

- Fifteen (15) feet
- Twenty (20) feet
- Twenty-five (25) feet

VII. Courses of Throw

The standard course of throw (a round) shall consist of five throws at each of the three distances for each weapon type (knife, axe, or spear) used, for a total of fifteen throws per round per weapon. The same weapon does not have to be thrown at the various distances, allowing the competitor to change his weapon from one weapon to another weapon of that type at any time he chooses during the course of a round. It is not required to throw each weapon type, if the competitor does not wish to do so. The three weapons types are separate competitions, with separate scoring and rankings.

VIII. Scores

The thrower may throw any number of TWIC rounds per weapon type, but only one scoring round per weapon type may be submitted per event or per day, if an event has throws held on more than one day of that single event. At least two people must be present to witness the round, but only one need be an authorized marshal. The marshal running the TWIC throw may also throw a TWIC round.

IX. Reports

All scores shall be reported to the Keeper of the TWIC by either e-mail or surface mail within 30 days of being thrown.

Reports should be sent by surface mail to:

Chad Wilson

4259 Darr Dr

Oxford, OH 45056

Postmark date will determine the date of the report for surface mail.

Reports should be sent by e-mail to:

caeman@yahoo.com

with 'TWIC Report' in the subject line.

Date received by the Keeper's e-mail server shall determine the date of the report for e-mail.

All reports must be in the hands of the Keeper of the TWIC no later than midnight, January 1 of the year following the close of the 'season', regardless of the date of the report. The report must contain all the information required by the "Official TWIC Scorecard", but the use of the actual scorecard itself is optional.

X. Rankings

A. Individuals

An individual thrower's ranking in any weapon category shall be the highest scoring round submitted.

B. Kingdoms

Kingdoms will be ranked by averaging the top three individual competitors in each weapon type rankings in that particular Kingdom. A Kingdom shall be considered unranked in a weapon category until the third scoring round is submitted from that Kingdom for that weapon.

XI. Seasons

A TWIC season will start on January 1 of the calendar year and end on December 31 of the calendar year.

For additional information or for comments contact the Keeper of the TWIC:

Lord Caedmon Wilson

caeman@yahoo.com

SCA THROWN-WEAPONS RULES

THROWN-WEAPONS MARSHALS

Requirements for Thrown-Weapons Marshals:

1. All Thrown-Weapons Marshals (TWMs) shall be knowledgeable about throwing weapons, range safety, and SCA and kingdom throwing weapon rules.
2. All Thrown-Weapons Marshals are officers of the SCA and shall maintain membership as required by the SCA By-Laws, and shall be warranted by their kingdom as required by Corpora.

Responsibilities of Thrown-Weapons Marshals:

1. The kingdom Thrown-Weapons Marshal shall ensure that the kingdom thrown- weapons rules include, at a minimum, basic range safety standards, equipment standards, warranting and reporting procedures for Thrown-Weapons Marshals and injury reporting procedures.
2. No thrown-weapons activities are to take place at an event unless a warranted thrown-weapons marshal is present.
3. In the event of any disagreement, the Marshal in Charge (MIC) shall have complete say and control in resolving the dispute, subject to appeal to the kingdom Earl Marshal or the Crown. Appeals may be made via the appropriate procedures as specified in kingdom and SCA law and policy.
4. The commands of the Marshal in Charge are to be followed explicitly by all throwers while on the thrown-weapons range. Failure to follow the Marshal in Charge's instructions may result in removal from the range.
5. The Marshal in Charge may request the assistance of other Marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the Marshal in Charge.
6. The Marshal in Charge or the assisting Marshals have the authority to see that all thrown weapons are inspected for damage and compliance with the rules of the line. Equipment that does not meet the standards laid out in these rules shall not be used. Equipment deemed dangerous by the Marshal in Charge shall not be used.
7. While on duty, all Thrown-Weapons Marshals are responsible for the enforcement of the rules and safety standards for thrown-weapons activities or events.
8. As part of their duties, Thrown-Weapons Marshals are responsible for taking all reasonable steps for ensuring that all throwers are familiar with and comply with the SCA and Kingdom Thrown-Weapons Rules.
9. All kingdom level Thrown-Weapons Marshals are required to report quarterly to the SCA Archery Marshal. This is in addition to any reports to their superior required by kingdom law.
10. The Marshal in Charge at an event shall report, to the kingdom Thrown- Weapons Marshal and any others required by kingdom law and policy, all injuries requiring professional medical treatment as a result of activity on or about the range.
11. The Kingdom Thrown-Weapons Marshal shall report to the Society Archery Marshal any injuries related to thrown-weapons activities which required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown-weapons activities in the kingdom and their outcome.

EQUIPMENT STANDARDS

General Standards:

1. Each thrower has the final responsibility for the proper care and safe use of their weapons, and for knowing and following their kingdom's thrown-weapon rules. A thrower shall not knowingly use unsafe equipment. If a thrower is unsure of the safety of their equipment they shall request the assistance of a Thrown-Weapons Marshal in inspecting their equipment. The Thrown-Weapons Marshal assisting in the inspection shall make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform the thrower of what is found and how to correct it. The inspection by the Thrown-Weapons Marshal may not find all equipment faults and is conducted as a service to all the throwers on the line. It does not remove the throwers' primary responsibility for the safe condition of their own equipment. Any equipment observed by a Thrown-Weapons Marshal to be unsafe shall not be used until it is made safe and re-inspected by a Thrown- Weapons Marshal.
2. Equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations: How will the user be throwing the weapon? E.g., for knives, will it be thrown by the handle or the blade? Is the weapon designed to be thrown? Is the weapon sturdy enough to be thrown? How sharp is the blade? How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it

can be thrown safely. Is the weapon either excessively light or heavy in weight? Is the weapon either excessively short or long? Is the handle taped? If a weapons handle has been taped or reinforced, it must have been done for a reason. Ask the owner about it. Give it extra attention; make sure that it is structurally sound and safe. Duct tape is not an acceptable fix for a handle with a major crack. If it cannot be inspected due to coverings, it should be failed.

Knives:

1. Throwing knives should be of a size and weight which allows them to be thrown safely and easily.
2. The handle of the knife should be firmly attached.
3. The throwing surface should be free of burrs or protrusions that can cut or injure an unprotected hand upon release.

Axes:

1. Axes should be of a size and weight which allows them to be thrown safely and easily.
2. The handles of all axes should be firmly attached.
3. Some axes are designed to allow the head to slide up a tapered handle and pressure-fit on. The heads will come off if they are pushed toward the butt of the handle. When the axe is used, the head is forced into place and seats tightly. The inspecting marshal should ensure that the head does indeed seat tightly and will not slip over the taper.
4. The haft cannot have any major cracks.
5. The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.

Spears:

1. Spears may not be excessively long or heavy.
2. Spear heads must be firmly attached to the shaft of the spear.
3. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
4. The shaft must be sound and without major cracks.

Specialized Throwing Weapons:

Specialized throwing weapons are any weapons that have been designed with more than one impact surface to increase the chances of the weapon sticking in the target. Because they come in a variety of shapes and sizes, they must be judged on an individual basis.

RANGE SAFETY, RANGE PROCEDURES, AND RULES OF THE LINE

Safety is of primary importance.

Range Set-Up:

1. The range will be identifiable at all times. Rope, tape, poles, etc., may be used to mark off the range and the safety area
2. The Marshal in Charge should be easily identified.
3. The throwing line is the closest position from which a throw can be made.
4. Hard targets for knives and axes should be at least 10 feet away from the throwing line (down-range). A hard target is any target made of materials that provide a solid resistance. This includes, but is not limited to, logs, plywood, etc.
5. Hard targets for spears should be at least 20 feet away from the throwing line.
6. Soft targets for spears should be at least 10 feet away from the throwing line. A soft target is any target made of materials that do not provide solid resistance. This includes, but is not limited to, hay bales, styrofoam, etc.
7. A safe zone shall be established that takes into consideration the weapons being used and the range conditions. The safe zone includes the area behind and to the sides of the targets as well as behind the throwing line.

Range Procedures and Commands:

1. The Marshal will call the throwers to the line.
2. The Marshal will look to see that all is clear down-range.
3. The Marshal will look to see that nobody is directly behind the throwers, in the path of the swing, or in the arch traversed by the swing.

4. The Marshal will call out "Range clear!" or the equivalent, and wait momentarily for any responses.
5. If all is clear, then the order "Throw when ready!" or the equivalent will be given.
6. When finished, the throwers are to put down any weapons in hand, step back from the line and wait until the order to retrieve is given.
7. When all throwers are finished, the Marshal will call "Weapons down!" or the equivalent and wait for compliance.
8. When all weapons are down, then the Marshal will give the command, "Retrieve weapons!" or the equivalent.

Rules of the Line:

1. Side-arm throwing of weapons requires an adequate safe zone and the Marshal in Charge's permission.
2. Throwers must ask the Thrown-Weapons Marshal for permission before filling in on the line.
3. All throwers on the line must throw from approximately the same distance.
4. Throw only at designated targets.
5. Do not throw until commanded to do so.
6. Do not retrieve until commanded to do so.
7. If "HOLD!" is called, put down your weapon(s) and step back from the line.
8. Step aside or back once you have completed throwing.
9. Do not throw weapons that have not been inspected. Any weapon hit by another weapon must be re-inspected by the thrower.
10. Do not stand or walk behind throwers on the line.
11. Just before EACH throw, look behind to ensure that it is clear.
12. Do not swing weapons aimlessly or in a careless manner. Always be aware of what may be in the path of your weapon when it is swung.
13. Be aware of sharp points and edges of weapons.
14. Stay alert. Weapons can and will bounce back from the target if mis-thrown.