

# East Kingdom Thrown Weapons Royal Round Scores

Event or Location:

Date:

Marshal:

Witness:

Name & Group	Weapon	10'		20'		Total
		/	/	/	/	
	Axe	/	/	/	/	
	Knife	/	/	/	/	
	Spear	/	/	/	/	
	Axe	/	/	/	/	
	Knife	/	/	/	/	
	Spear	/	/	/	/	
	Axe	/	/	/	/	
	Knife	/	/	/	/	
	Spear	/	/	/	/	
	Axe	/	/	/	/	
	Knife	/	/	/	/	
	Spear	/	/	/	/	
	Axe	/	/	/	/	
	Knife	/	/	/	/	
	Spear	/	/	/	/	

Target:      Points      Weapon:      Throws:

Center - 3" Circle      5      Axe      6 from 10'-20', 6 from 20'-30'

Middle - 8" Circle      3      Knife      6 from 10'-20', 6 from 20'-30'

Outer - 14" Circle      1      Spear      6 from 15'-25', 6 from 25'-35'

Notes:

All scores must be witnessed  
 Only 1 score of ea type submitted ea day  
 The foot may not touch or cross the line



## East Kingdom Thrown (Live) Weapons Policies

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### I. Introduction.

These policies constitute a set of thrown weapons "rules of the line". Included in these policies are such items as basic authorization of throwing marshals, weapon classifications, inspections, line procedures, line courtesy, and the required layout of the range.

The policies enclosed herein do not supersede the SCA Thrown Weapons policies.

## East Kingdom Thrown Weapons Royal Round

### II. Requirements for Thrown Weapons Marshals.

These requirements are what is needed to become a thrown weapons marshal or officer.

#### A. Thrown Weapons Marshals (TWM).

1. All warranted TWMs are expected to exhibit a minimum level of activity.
2. All TWMs must be of legal age in their state of residence.
3. All TWMs must be members of the SCA.
4. All Thrown-Weapons Marshals (TWMs) shall be knowledgeable about throwing weapons, range safety, and SCA and kingdom thrown weapon rules.
5. All TWMs must successfully complete the warranting procedure.
6. All TWMs must have been added to the roster of TWMs kept by the East Kingdom Thrown Weapons Marshal (EKTWM).

#### B. Youth Thrown Weapons Marshal.

1. Same for TWM.
2. Successfully complete the Youth Thrown Weapons Marshal warranting procedure as outlined in Section IX. C.

#### C. Baronial (Shire) Thrown Weapons Marshal.

NOTE: Baronies or Shires are NOT required to have a Baronial (Shire) Thrown Weapons Marshal. These requirements only apply to those Baronies (Shires) who wish to have a Baronial (Shire) TWM.

1. Same for TWM.
2. Voted on or appointed by the Barony (Shire) from warranted TWM's who live in the Barony (Shire), with the approval of the Baronial (Shire) Seneschal.
3. Other requirements may be added by the Regional TWM and approved by the EKTWM.

#### D. Special Deputy Thrown Weapons Marshals.

1. Pennsic Deputy Thrown Weapons Marshal.
  - a. Same for a TWM.
  - b. Appointed by the EKTWM.
  - c. Other requirements may be added by the EKTWM.
2. Web Minister for EK Thrown Weapons.
  - a. Need not be a thrown weapons marshal.
  - b. Appointed by the EKTWM.
  - c. Other requirements may be added by the EKTWM.

#### E. Principality Lieutenant Thrown Weapons Marshal (PLTWM).

1. Same for a TWM.
2. Appointed by the Principality Thrown Weapons Marshal (PTWM).
3. It is strongly preferred that Principality Lieutenant Thrown Weapons Marshals have Youth Certification.
4. Other requirements may be added by the PTWM and approved by the EKTWM.

#### F. Regional Thrown Weapons Marshal.

1. Same for a TWM.

The East Kingdom TW RR was created to standardize the ranking of throwers in the East, similar in manner to archery. This Royal Round score involves the use of axe, knife and spear. All equipment and throwing line rules of the SCA and the East Kingdom apply.

### General Rules

For a weapon to score, it must be sticking in the target. If it falls out of the target before it is scored, it shall count as a miss. The thrower has the option to ask the marshal of the line to score a throw and retrieve at any time. If a weapon is cutting a line between two values, count the higher value. The target shall be a 3 inch circle centered inside a 8 inch circle centered inside a 14 inch circle. The scoring is: Center=5, Middle=3 and Outside=1. The thrower may practice before beginning each end, but must declare when they are beginning. After an end has begun, it must be completed before a new end can begin. All scores must be witnessed by a thrown weapon marshal and one other person.

The Royal Round must take place at an event or a published practice for it to count. Only one score for each type of weapon can be submitted each day of the event/practice, but there is no limit to the number of rounds that can be thrown. Three scores for each type of weapon are needed to be placed on the rankings. An average of the scores will be the ranking score.

### Axe

The axe portion of the RR consists of two ends of 6 throws each. One end of throws from 10-20 feet, and 1 end of throws from 20-30 feet, for a total of 12 throws. If a foot touches the line or goes past, the throw will be counted as a miss.

### Knife

The knife portion of the RR consists of two ends of 6 throws each. One end of throws from 10-20 feet, and 1 end of throws from 20-30 feet, for a total of 12 throws. If a foot touches the line or goes past, the throw will be counted as a miss.

### Spear

The spear portion of the RR consists of two ends of 6 throws each. One end will be thrown from 15-25 feet and 1 end of throws from 25-35 feet, for a total of 12 throws. If a foot touches the line or goes past, the throw will be counted as a miss. I suggest the marshal-in-charge place the spear target 5 feet further back of the axe & knife targets so that everyone can throw from approximately the same distance.

### Scores

Submit scores to Leo Schuwert (thrownweapons@eastkingdom.org). Include the following information:

- SCA Name
- Group
- Knife scores at each rotation
- Axe scores at each rotation
- Spear scores at each distance
- Total Score

Soft Target: A target constructed of a material that is easy to penetrate.  
e.g. Hay Bales.

Specialized Weapon:  
A weapon being thrown that is not an axe, knife or spear.

Thrown Weapons Marshal (TWM):  
Individual responsible for assisting in the administration of a thrown weapons range.

Thrown Weapons Marshal in Charge (TMC):  
The thrown weapons marshal in charge of all activities on the thrown weapons range.

Thrown Weapons Marshal in Training (MIT):  
An individual in training to be a throwing marshal.

Thrown Weapons Youth Marshal (TWYM):  
A thrown weapons marshal who has gone through the youth warranting procedures and may be in charge of a TW range with youth on it.

Throwing Surface:  
The part of the weapon that is held in the hand when it is being thrown.

Worrying: To move a weapon stuck in a target back and forth in the Plane of Impact.

Youth: A legal minor in the state that throwing is occurring.

Youth-Specific Throwing:  
Any throwing activities that are designed and advertised for youth only. A TWYM must be in charge of any youth-specific throwing.

2. Appointed by the EKTWM. Note: It is not necessary to have been a Baronial (Shire) Thrown Weapons Marshal to be eligible for this office.
  3. It is strongly preferred that Regional Thrown Weapons Marshals have Youth Certification.
  4. Other requirements may be added by the EKTWM.
- G. Principality Thrown Weapons Marshal.
1. Same for a TWM.
  2. Appointed by the EKTWM. Note: It is not necessary to have been a Baronial (Shire) Thrown Weapons Marshal or Principality Lieutenant Thrown Weapons Marshal to be eligible for this office.
  3. It is strongly preferred the Principality Thrown Weapons Marshal have Youth Certification.
  4. Other requirements may be added by the EKTWM.
- H. East Kingdom Thrown Weapons Marshal.
1. Same for a TWM.
  2. Must have served as a Regional / Principality Thrown Weapons Marshal or Pennsic Deputy Thrown Weapons Marshal for at least one (1) year.
  3. It is strongly preferred the East Kingdom Thrown Weapons Marshal have Youth Certification..
  4. Other requirements may be added by the Kingdom and the Earl Marshal.

### III. Responsibilities of Thrown Weapons Marshals.

- These responsibilities are what a thrown weapons marshal or officer needs to do.
- A. To promote thrown weapons activities within their local area and help run thrown weapons activities at events whenever possible.
  - B. All TWMs are responsible for the enforcement of the rules and safety standards for thrown weapons within the East Kingdom.
  - C. All TWMs are responsible for ensuring that all throwers are familiar with and comply with the range procedures and etiquette outlined in Section VI and VII.
  - D. All TWMs should try and instruct throwers on how to inspect, repair, and handle their weapons properly.
  - E. While on duty, all TWMs are responsible for the enforcement of the rules and safety standards for thrown weapons activities or events. This includes, but is not limited to, not allowing any weapon that is unsafe or they are uncomfortable with to be thrown, or allowing a thrower that is unsafe to throw.
  - F. Schedule of Reporting Deadlines.
    1. All TWMs must submit a report to their Regional TWM by April 1st and October 1st of each year containing:
      - a. Their SCA and Mundane Names.
      - b. Address.
      - c. Phone Number.
      - d. Local Group.

- e. Membership Number and Expiration Date.
  - f. E-mail address, if applicable.
  - g. A brief description of past and upcoming activities.
2. Regional Marshals must submit a report to the EKTWM by May 1st and November 1st of each year containing a synopsis of their region's activities and a list of TWM's who reported.
  3. The EKTWM must submit a report to the East Kingdom Earl Marshal as required, containing a synopsis of the kingdom's activities.
- G. Additional Responsibilities of each thrown weapons office are outlined below:
1. Youth Thrown Weapons Marshal.  
YTWM's are in charge of a thrown weapons range while youth-only throwing is taking place.
  2. Baronial (Shire) Thrown Weapons Marshal.  
NOTE: Baronies (Shires) are NOT required to have a Baronial (Shire) Thrown Weapons Marshal. These responsibilities only apply to those Baronies (Shires) who wish to have a Baronial (Shire) TWM.
    - a. As defined by their Regional TWM.
    - b. To promote thrown weapons activities throughout their Barony (Shire).
    - c. To begin training and recommend marshals for warranting.
    - d. To act as deputies for the Regional TWM.
  3. Special Deputy Thrown Weapons Marshals.
    - a. Pennsic Deputy Thrown Weapons Marshal.
      - i. As defined by the EKTWM.
      - ii. To be in charge of the EKTWM's responsibilities at Pennsic when the EKTWM is not available.
      - iii. To train and warrant TWMs. This authority is not limited to Pennsic.
    - b. Web Minister for EK Thrown Weapons.
      - i. The Web Minister need not be a marshal, but marshal experience helps.
      - ii. As defined by the EKTWM.
      - iii. To create and maintain the EK Thrown Weapons web site.
  4. Principality Lieutenant Thrown Weapons Marshal.
    - a. As defined by the PTWM.
    - b. To promote thrown weapons activities throughout their area assigned by the PTWM.
    - c. To train and warrant TWMs.
    - d. To help TWMs who wish to become TW Youth Marshals in the process, as defined by section IX. C.
  5. Regional Thrown Weapons Marshal.
    - a. As defined by the EKTWM.
    - b. To promote thrown weapons activities throughout their region.
    - c. To train and warrant TWMs.

### XIII. Definitions:

- Assigned Agent:** A Thrown Weapons Marshal whom is allowed to act in another marshal's behalf. The EKTWM's assigned agents for warranting new marshals are: Principality Thrown Weapons Marshal, Regional Thrown Weapons Marshals, Principality Lieutenant Thrown Weapons Marshals and the Pennsic Deputy Thrown Weapons Marshal.
- Baronial (Shire) Thrown Weapons Marshal:**  
Thrown weapons marshal responsible for promoting thrown weapons on a baronial (shire) level.
- Burr:** Damage to a piece of metal leaving rough edges that can cut an unprotected hand.
- East Kingdom Thrown Weapons Marshal (EKTWM):**  
Thrown weapons marshal responsible for establishing thrown weapons policy, training throwing marshals, and promoting thrown weapons on a kingdom level.
- Experimental Weapon:**  
A weapon who's design or suitability is a work in progress.
- Filling In:** Taking someone's place on the line while the line is active.
- Haft:** The handle of a thrown weapon. This term usually applies to Spears and Axes.
- Hard Target:** A target constructed of a material that is hard to penetrate. e.g. Wood.
- Impact Surface:**  
The part of the weapon that is designed to strike or stick in the target.
- Major Crack:** Any damage to a weapon that structurally weakens the weapon.
- Open Throwing:** Thrown weapons activities open to anyone.
- Principality Thrown Weapons Marshal:**  
Thrown weapons marshal responsible for training throwing marshals, and promoting thrown weapons on a principality level.
- Principality Lieutenant Thrown Weapons Marshal:**  
Thrown weapons marshal responsible for training throwing marshals, and promoting thrown weapons on an area within a principality.
- Plane of Impact:**  
This is the direction taken by the blade or cutting surface of a thrown weapon taken when it strikes and sticks in a target.
- Regional Thrown Weapons Marshal:**  
Thrown weapons marshal responsible for training throwing marshals, and promoting thrown weapons on a regional level.
- Rotation:** The distance it takes for a thrown weapon to spin completely once before striking the target.
- Side Arm Throwing:**  
Throwing a weapon by swinging it to the side away from the body.

- Determine that the applicant is unacceptable. The applicant must be informed of the reasons for refusal and can reapply after 60 days.

## XI. Out-of-Kingdom Marshals and Marshaling

### A. Marshaling Out-of-Kingdom

EK TW Marshals are expected to familiarize themselves with all local rules and customs, have a copy of local rules on the range, and get permission from local SCA authorities as appropriate before marshaling out of kingdom.

#### 1. Marshaling at Pennsic

As of this printing, Pennsic recognizes an East Kingdom Thrown Weapons Warrant; no further action is necessary.

### B. Out-of-Kingdom Thrown Weapons Marshals

The East Kingdom recognizes all current SCA Warranted Thrown Weapons Marshals in good standing. Non-EK marshals are expected to familiarize themselves with all local rules and customs, have a copy of the EK rules on the range, and get permission from local SCA authorities as appropriate before marshaling in the East Kingdom. If an East Kingdom TWM is available, the out-of-kingdom TWM shall not be the TW Marshal-in-Charge.

## XII. Target Construction

### A. General Criteria

1. Targets must be designed to limit the damage done to the weapons.
2. They must be soft enough to allow weapons to penetrate them easily. This will limit bounce backs and will let the throwers concentrate more on throwing form than on speed and strength.
3. Targets must be on stands sturdy enough to allow the safe retrieval and bear the added, unbalancing weight of the weapons.  
Note: Thrown weapon targets tend to be heavy.

### B. Target Types

1. **HARD TARGETS.** These are dense heavy targets usually used for knives and axes. The most common material to make them out of is wood although some more modern materials may suffice.
2. **SOFT TARGETS.** Soft targets are constructed of light and/or loosely packed materials. The most common types are just constructed of straw bales. Targets of this type are really only suitable for spear throwing, as they will 'swallow' up knives, and are not dense enough to hold axes.

- d. To help TWMs who wish to become TW Youth Marshals in the process, as defined by section IX. C.

### 6. Principality Thrown Weapons Marshal.

- a. As defined by the EKTWM.
- b. To promote thrown weapons activities throughout their principality.
- c. To train and warrant TWMs.
- d. To help TWMs who wish to become TW Youth Marshals in the process, as defined by section IX. C.
- e. The PTWM may assign PLTWMs to areas that need help overseeing throwing activities. These Lieutenants act like a Regional TWM for their area assigned them.
- f. To maintain a current list of TWMs in the principality.

### 7. East Kingdom Thrown Weapons Marshal.

- a. As defined by kingdom law.
- b. To promote thrown weapons throughout the kingdom.
- c. To train and warrant TWMs.
- d. To establish policy for thrown weapons activities.
- e. To maintain a current list of TWMs.

- ### H. Failure to maintain a minimum level of activity as a marshal and/or to submit a report for three (3) years may result in removal from the roster of warranted TMs.

## IV. Injury Reporting

- A. The Marshal in Charge at an event shall report: to the East Kingdom Thrown Weapons Marshal, their Regional/ Principality 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.
- B. The East Kingdom Thrown Weapons Marshal shall report to the East Kingdom Earl Marshal and 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.

## V. Equipment Standards

- A. 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.
  1. A thrower shall not knowingly use unsafe equipment.
  2. If a thrower is unsure of the safety of their equipment they shall request the assistance of a TWM in inspecting their equipment.
  3. The TWM 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.

4. The inspection by the TWM 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.
  5. Any equipment observed by a TWM to be unsafe shall not be used until it is made safe and reinspected by a TWM.
- B. Equipment and safety standards vary greatly depending upon type of thrown weapon and the techniques that the thrower will use to throw the weapon. All inspections and decisions should be made with the following CONSIDERATIONS:
1. Is the weapon designed to be thrown?
  2. Is the weapon sturdy enough to be thrown?
  3. How will the user throw the weapon? e.g. for knives, will it be thrown by the handle or the blade?
  4. How sharp is the blade?
  5. Is the haft of the weapon designed to break away?
  6. 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.
  7. Is the weapon either excessively light or heavy in weight for the thrower?
  8. Is the weapon either excessively short or long for the thrower?
  9. Is the handle taped? If a weapon handle has been taped or reinforced, it must have been for a reason. Ask the owner about it. Give it extra attention to make sure that it is structurally sound and safe. Duct tape is not an acceptable fix for a handle with a MAJOR crack that structurally weakens the handle. If you can't verify the safety of the handle for any reason, fail it.
  10. Do you know enough about the weapon type to inspect it properly? If not, find a TWM who does.
- C. Knives
1. Throwing knives should be of a size and weight which allows them to be thrown safely and easily by the thrower.
  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.
  4. The knife's edge must be dull enough not to cut the hand if it is thrown by the blade.
- D. Axes
1. Axes should be of a size and weight which allows them to be thrown safely and easily by the thrower.
  2. The handle of all axes should be firmly attached. NOTE: Some handles are pressure fit. The heads will come off if they are pushed toward the butt of the handle. When used, the head is forced into place and seats tightly. Just make sure the head seats tightly and will not slip over the taper.
  3. The handle cannot have any major cracks.
  4. The handle cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.

4. At the Thrown Weapons Youth Marshal's discretion, and rule 2 is not violated, the parent or legal guardian of a youth 12 or older need not be present while the youth is on the range.
- C. Warranting for Youth Thrown Weapons Marshals
- If a Thrown Weapons Marshal wants to become warranted to run youth activities, (s)he must undergo additional requirements.
1. The Thrown Weapons Marshal must be at least 21 years of age.
  2. The Thrown Weapons Marshal will acquire, read and keep in their possession a copy of the East Kingdom Chancellor-Minor's youth policy.
  3. The Thrown Weapons Marshal must submit to and pass a background check.
    - a. The TWM will inform the East Kingdom Seneschal of their desire to become a youth marshal.
    - b. The East Kingdom Seneschal will verify the Thrown Weapons Marshal is warranted and will send the proper forms to be filled out.
    - c. The TWM will send the completed forms to SCA Corporate to have the check.
    - c. Upon completion of the background check, SCA Corporate will inform the Thrown Weapons Marshal of the results. If passed, (s)he will be a Warranted Youth Marshal.
    - d. The new Youth TWM will inform the East Kingdom Deputy Earl Marshal for Thrown Weapons and their Regional / Principality Marshal of the results.
- X. Warranting Procedure for All Thrown Weapons Marshals.
- A. The applicant must petition the EKTWM, or an assigned agent, indicating the intent to become a TWM.
  - B. The EKTWM, or an assigned agent, will train the applicant in the knowledge necessary to become a TWM.
  - C. The EKTWM, or an assigned agent, must test the applicant to ascertain that the applicant has both a book and a working knowledge of the "rules of the line".
    1. If an EKTWM's assigned agent does the testing, the applicant's information must be given to the EKTWM as soon as possible.
  - D. The EKTWM, based upon an assessment of the applicant's book knowledge, applied knowledge, and enthusiasm, will either:
    - Add the applicant to the roster and inform applicant of the appointment.
    - OR-
    - Classify the applicant as a TWM in training (MIT), where he/she can work the line under the direct supervision of an assigned TWM until ready to become a TWM or until the applicant is determined unacceptable.
    - OR-

- H. The safe zone starts 6 feet (8 ft. recommended) from the thrower at each end and continues down range at a 45 degree angle away from the targets. This safe zone should extend for at least 40 feet, and at least 40 feet beyond the last target, when space allows. Less space may be acceptable at the marshal's discretion depending on the weapons being used and range conditions (including fences, brush, etc.)
- I. There must be at least 6 feet between each thrower on the throwing line. For additional safety, 8 feet is recommended.
- J. There must be a rear buffer zone at least 10 feet behind the thrower that is farthest from the throwing line. A rear buffer zone of 15 feet is recommended, but not necessary.
- K. If the throwing range is set up so that it is in conjunction with an archery range, then the tending TM must coordinate retrieval activities with the archery marshals. If possible, an "L" shaped layout where the ranges throwing/shooting lines are perpendicular to each other speeds retrieval.

#### IX. Youth Throwing

A youth thrower is any thrower over the age of five (5) and under the age of majority in the state or province that the throwing is taking place.

East Kingdom Thrown Weapons allows youth to throw at the range, with the following rules:

##### A. Open Throwing

Open Throwing is any throwing activities that are open to all.

- 1. No one under the age of five (5) is allowed to throw.
- 2. There must be at least two (2) never-related adults present, one of whom must be a Thrown Weapons Marshal.
- 3. If the Thrown Weapons Marshal does not have the additional Youth Marshal Warrant, the parent or legal guardian of the youth must be present while the youth is on the range.
- 4. If the Thrown Weapons Marshal does have the additional Youth Marshal Warrant, and rule 2 is not violated, then, at the Thrown Weapons Youth Marshal's discretion, the parent or legal gaurdian of a youth 12 or older need not be present while the youth is on the range.

##### B. Youth-Specific Throwing

Youth-Specific Throwing is any throwing activities that are designed and advertised for youth only.

- 1. No one under the age of five (5) is allowed to throw.
- 2. There must be at least two (2) never-related adults present, one of whom must be a Thrown Weapons Youth Marshal.
- 3. There must be a Thrown Weapons Youth Marshal in charge of the youth activity on the range at all times. The Thrown Weapons Youth Marshal need not be the Thrown Weapons Marshal in Charge.

##### E. Spears

- 1. Spears should be of a size and weight which allows them to be thrown safely and easily by the thrower.
- 2. Spear heads must be firmly attached to the shaft of the spear.
- 3. The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release.
- 4. The haft must be sound and without major cracks.

##### F. 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.

- G. The current size and spacing of thrown weapons ranges and surrounding safety zones does not permit the use of weapons made to generate force greater than what can be achieved directly with the thrower's arm (such as slings, bolos and atl-atls). This includes weapons with a mechanical advantage that give a significantly longer range than the standard three weapons forms of knife, ax, and spear.

#### VI. Range Procedures

- A. No thrown weapons activities are to take place at an event unless a warranted Thrown Weapons Marshal is present, hereafter referred to as the TMC (throwing marshal in charge).
- B. In the event of any disagreement, the Marshal-in-Charge 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.
- C. The TMC's commands are to be followed explicitly by all throwers while on the thrown weapons range. Failure to follow directions will result in removal from the range.
- D. The TMC may request the assistance of other TWMs in running the line and inspecting equipment, but the responsibility for safety remains with the TMC.
- E. The TMC or the assisting TWMs shall inspect all thrown weapons for damage and compliance to the rules of the line.
  - 1. Equipment that does not adhere to the limitations laid out in Section IV shall not be used.
  - 2. Equipment deemed dangerous by the TMC shall not be used.
- F. The TWM will call the throwers to the line.
- G. The TWM will look to see the range is safe down range.
- H. The TWM will look to see that no spectators (anyone not on the throwing line) are directly behind the throwers, in the path of the swing, or within the arch traversed by the swing.
- I. The TWM will call out "Clear Down Range, Clear Behind Range!" or the equivalent, and wait momentarily for any responses.

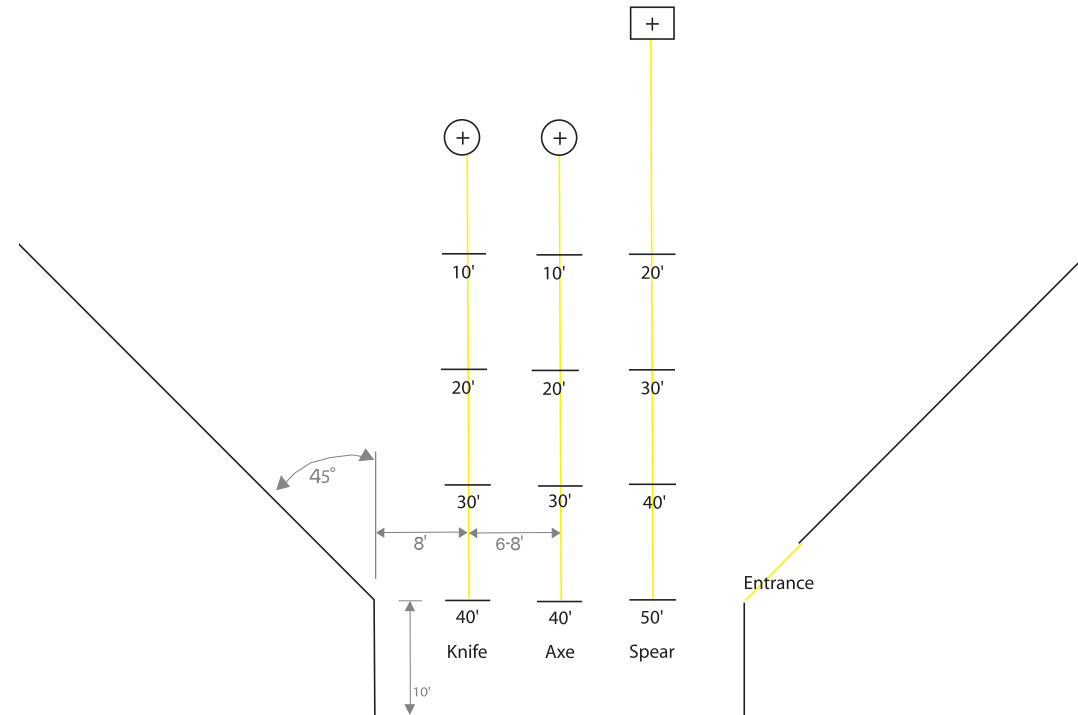
- J. If all is clear, then the order “Throw When Ready!” or the equivalent, will be given.
- K. When done the throwers are to put down any weapons in hand and wait until the order to retrieve is given.
- L. When all throwers are done, the TWM will call “Weapons Down!” or the equivalent. Wait for compliance.
- M. When all weapons are down then the TWM will give the command “Retrieve Weapons” or the equivalent.
- N. When more than one weapon is being thrown at the same target all the weapons involved must be re-inspected prior to being thrown again if they strike one another or at the marshals discretion.
- O. All throwers on the line must throw from approximately the same distance. If individuals wish to throw from different distances, use the following guidelines:
  1. Have everyone on the line move to the farthest distance.
  2. When the range is called, allow the gentle(s) who wish to throw at that distance throw at their leisure.
  3. When done have all of the people on the line move forward to the next position.
  4. Have throwers toss their next volley.
  5. Continue this pattern until everyone is done.

#### VII. Range Etiquette

- A. Do not stand or walk behind throwers on the line.
- B. No side arm throwing of weapons unless the range setup allows the arch covered by the swinging of the weapon to be clear of spectators, throwers, and other undesirable targets. Check with the TWM before proceeding.
- C. Just before EACH throw, look behind to insure that it is clear.
- D. Do not throw at a target containing other gentles weapons without their express permission.
- E. Ask the tending TWM for permission before ‘filling in’ on the line.
- F. Be aware of sharp points and edges of weapons.
- G. Throw only at designated targets.
- H. Do not throw until commanded to do so.
- I. Do not retrieve until commanded to do so.
- J. If “HOLD!” is called, put down your weapons and step back from the line.
- K. Indicate you are done once you have completed throwing.
- L. Do not throw weapons that have not been inspected. Any weapon that strikes or is struck by another weapon should be inspected by the thrower after each round of throwing.
- M. Remove only your weapon from the target unless you have express permission to remove someone else’s.
- N. Remove weapons by “worrying” them out. **DO NOT YANK THEM OUT.**
- O. 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.

- P. Do not handle other peoples weapons without their express permission.
- Q. Keep alert. Weapons can and will bounce back from the target if miss-thrown.

#### VIII. Range Setup



- A. The range will be identifiable at all times. Rope, tape, poles, etc., may be used to mark off the range AND the safety area.
- B. The Marshal in Charge shall be easily identified.
- C. If possible make the entrance to the throwing range at the side of the range, not the back.
- D. The throwing line is the closest position from which a throw can be made.
- E. ‘Hard’ targets for axes/knives and such must be at least 10 feet away from the throwing line (down range).
- F. ‘Hard’ targets for spears must be at least 20 feet away from the throwing line.
- G. ‘Soft’ targets for spears must be at least 10 feet away from the throwing line.