



East Kingdom Thrown (Live) Weapons Policies



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| CONTENTS | Page |
|--|-------|
| I. Introduction | 1 |
| II. Requirements to become a Thrown Weapons Marshal | 1-3 |
| III. Responsibilities of Thrown Weapons Marshals | 3-7 |
| IV. Injury Reporting | 7 |
| V. Under-Age Throwing | 7-8 |
| VI. Warranting Procedure for all Thrown Weapons Marshals | 9 |
| VII. Marshals in Training | 9 |
| VIII. Out-of-Kingdom Marshals and Marshaling | 9-10 |
| IX. Equipment Standards | 10-12 |
| X. Range Procedures | 12-13 |
| XI. Range Etiquette | 13-14 |
| XII. Range Setup | 14-15 |
| XIII. Target Construction | 15 |
| XIV. Definitions | 15-17 |
| East Kingdom Thrown Weapons Royal Round | 17-19 |

I. Introduction

The following is a set of policies, set forth to create a safe organized environment in which a thrown weapons activity can exist. Included in these policies are such items as basic authorization of thrown weapons marshals, weapon classifications, weapon inspections, line procedures, line courtesy, and the requirements for layout of the range.

The policies enclosed herein do not supersede the Society for Creative Anachronism, Inc. Thrown Weapons policies.

II. Requirements to become a Thrown Weapons Marshal

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

A. Thrown Weapons Marshals (TWM).

1. All TWMs must be of legal age in their state of residence.
2. All TWMs must be members of the SCA.
3. All TWMs shall be knowledgeable about throwing weapons, range

safety, and SCA and East Kingdom thrown weapons rules.

4. All TWMs must successfully complete the warranting procedure.
 5. All TWMs must have been added to the roster of TWMs kept by the Deputy Earl Marshal – Thrown Weapons (DEM-TW).
- B. Baronial (Shire) Thrown Weapons Marshal.
- NOTE: Baronies or Shires are NOT required to have a Baronial (Shire) TWM. These requirements only apply to those Baronies (Shires) that wish to have a Baronial (Shire) TWM.
1. Same as for TWM.
 2. Voted on or appointed by the Barony (Shire) from warranted TWMs who live in the Barony (Shire), with the approval of the Baronial (Shire) Seneschal.
 3. Other requirements may be added by the RTWM/PTWM and approved by the DEM-TW.
- C. Thrown Weapons Marshal-at-Large (TWML).
1. Same as for TWM, except as specified below.
 2. Must have served as DEM-TW, RTWM, or PTWM for at least one (1) year.
 3. Appointed by the DEM-TW.
 4. Other requirements may be added by the DEM-TW.
- D. Special Deputy Thrown Weapons Marshals.
1. Pennsic Deputy Thrown Weapons Marshal.
 - a. Same as for TWM.
 - b. Appointed by the DEM-TW.
 - c. Other requirements may be added by the DEM-TW.
 2. Web Minister for EK Thrown Weapons.
 - a. Need not be a thrown weapons marshal, but range experience helps.
 - b. Appointed by the DEM-TW.
 - c. Other requirements may be added by the DEM-TW.
 3. Scorekeeper for EK TW Royal Rounds
 - a. Need not be a thrown weapons marshal, but range experience helps.
 - b. Appointed by the DEM-TW.
 - c. Other requirements may be added by the DEM-TW.
- E. Principality Lieutenant Thrown Weapons Marshal (PLTWM).
1. Same as for TWM.
 2. Appointed by the Principality Thrown Weapons Marshal (PTWM) with the approval of the DEM-TW.
 3. Other requirements may be added by the PTWM and approved by the DEM-TW.

- F. Regional Thrown Weapons Marshal (RTWM).
 - 1. Same as for TWM.
 - 2. Appointed by the DEM-TW. Note: It is not necessary to have been a Baronial (Shire) TWM to be eligible for this office.
 - 3. Other requirements may be added by the DEM-TW.
- G. Principality Thrown Weapons Marshal (PTWM).
 - 1. Same as for TWM.
 - 2. Appointed by the DEM-TW. Note: It is not necessary to have been a Baronial (Shire) TWM or Principality Lieutenant Thrown Weapons Marshal to be eligible for this office.
 - 3. Other requirements may be added by the DEM-TW.
- H. Deputy Earl Marshal – Thrown Weapons (DEM-TW).
 - 1. Same as for TWM.
 - 2. Appointed by the Crown and the East Kingdom Earl Marshal.
 - 3. Other requirements may be added by the Crown, the East Kingdom Earl Marshal, or by East Kingdom Law.

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 X and XI.
- D. All TWMs should try to 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. The East Kingdom Thrown Weapons Policies (these rules) are to be adhered to as the minimum safety policies. The TMC for any practice or event may choose to require additional or additionally-restrictive safety rules for that single practice or event. If the TMC chooses to require additional or additionally-restrictive safety rules, the additional requirement(s) must be clearly stated in all notices for that practice; for an event, the additional requirement(s) must be included in the event

announcement in the East Kingdom Calendar and in any website or social media publication of the event.

G. Schedule of Reporting Deadlines.

1. All TWMs must submit a report to their Regional or Principality TWM by May 15th and November 15th 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. Email address.
 - g. A brief description of past and upcoming activities.
 - h. Number of adult and youth throwers at events and/or practices (best estimate).
2. Failure of any marshal to submit a required report on time (including reports submitted more than one week past the report due date) will cause the TWM to be placed on a 'warning', and the report still must be submitted. If the next due report is submitted on time, the warning is erased. Failure to submit two consecutive reports will cause the TWM to be reduced to MIT status until the next reporting due date, and the delinquent report(s) still must be submitted. Failure to submit a third report will cause revocation of the TWM warrant. Performing the duties of a TWM or TMC while on MIT status, without the supervision of a TWM or TMC, will cause revocation of the TWM warrant. If a TWM warrant is revoked, the gentle must re-complete the warranting procedure.
3. RTWM and PTWM must submit a report to the DEM-TW by June 1st and December 1st of each year containing a synopsis of their region's activities and a list of TWMs who reported.
4. The DEM-TW must submit reports to the SCA Archery Marshal and East Kingdom Earl Marshal as required, containing a synopsis of the kingdom's activities.

H. All TWMs must have a current email address subscribed to the TW marshals' email list and must review all official announcements posted to that list.

I. Additional Responsibilities of each thrown weapons office are outlined below:

1. Baronial (Shire) Thrown Weapons Marshal.

NOTE: Baronies (Shires) are NOT required to have a Baronial (Shire) TWM. These responsibilities only apply to those Baronies (Shires) that wish to have a Baronial (Shire) TWM.

- a. As defined by their RTWM or PTWM.
 - b. To promote thrown weapons activities throughout their Barony (Shire).
 - c. To begin training and recommend candidates for warranting.
 - d. To act as deputies for the RTWM or PTWM.
2. Thrown Weapons Marshal-at-Large (TWML).
 - a. As defined by the DEM-TW.
 - b. To promote thrown weapons activities throughout the kingdom.
 - c. To begin training and recommend candidates for warranting, and report candidate(s) training status to the appropriate RTWM or PTWM.
3. Special Deputy Thrown Weapons Marshals.
 - a. Pennsic Deputy Thrown Weapons Marshal.
 - i. As defined by the DEM-TW.
 - ii. A Pennsic Deputy TWM will be appointed in years when the East Kingdom is responsible for managing the Thrown Weapons range at the Pennsic War. The Pennsic Deputy's term of office begins December 1 of the year preceding that Pennsic, and ends November 30 following that Pennsic.
 - iii. To be in charge of the DEM-TW's responsibilities at Pennsic when the DEM-TW is not available.
 - iv. To train and warrant TWMs at Pennsic, and promptly report the status and details of newly-warranted marshals to the DEM-TW.
 - b. Web Minister for EK Thrown Weapons.
 - i. As defined by the DEM-TW.
 - ii. To create and maintain the EK Thrown Weapons web site.
 - c. Scorekeeper for EK TW Royal Rounds.
 - i. As defined by the DEM-TW.
 - ii. To maintain the EK TW Royal Rounds scoring data, and publish the RR rankings as scheduled.
4. Principality Lieutenant Thrown Weapons Marshal (PLTWM).
 - 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, and promptly report the status and details of newly-warranted marshals to the DEM-TW.
 - d. To review the activities of the TWMs in their assigned area, and to place a marshal on 'warning', MIT status, or revoke a warrant if justified. All actions must be promptly reported to the DEM-TW, the PTWM, and the marshal involved; and notice of MIT

- status or revocation must be sent to the marshal, the local group seneschal, and the TW roster clerk.
5. Regional Thrown Weapons Marshal (RTWM).
 - a. As defined by the DEM-TW.
 - b. To promote thrown weapons activities throughout their region.
 - c. To train and warrant TWMs, and promptly report the status and details of newly-warranted marshals to the DEM-TW.
 - d. To review the activities of the TWMs in their assigned area, and to place a marshal on 'warning', MIT status, or revoke a warrant if justified. All actions must be promptly reported to the DEM-TW and the marshal involved; and notice of MIT status or revocation must be sent to the marshal, the local group seneschal, and the TW roster clerk.
 - e. To maintain a current roster of TWMs in their region.
 6. Principality Thrown Weapons Marshal (PTWM).
 - a. As defined by the DEM-TW.
 - b. To promote thrown weapons activities throughout their principality.
 - c. To train and warrant TWMs, and promptly report the status and details of newly-warranted marshals to the DEM-TW.
 - d. To review the activities of the TWMs in their assigned area, and to place a marshal on 'warning', MIT status, or revoke a warrant if justified. All actions must be promptly reported to the DEM-TW and the marshal involved; and notice of MIT status or revocation must be sent to the marshal, the local group seneschal, and the TW roster clerk.
 - 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 roster of TWMs in the principality.
 7. Deputy Earl Marshal – Thrown Weapons (DEM-TW).
 - a. As defined by East Kingdom Law.
 - b. To promote thrown weapons throughout the kingdom.
 - c. To train and warrant TWMs.
 - d. To review the activities of TWMs and TWML, and to place a marshal on 'warning', MIT status, or revoke a warrant if justified. All actions must be promptly recorded; and notice must be sent to the marshal, the local group seneschal, and the TW roster clerk.
 - e. To establish policy for thrown weapons activities.
 - f. To maintain a current roster of TWMs.

- J. Failure to maintain a minimum level of activity as a marshal may result in removal from the roster of warranted TWMs.
- K. Failure by any marshal to follow and to enforce the East Kingdom Thrown Weapons Policies (these rules) may result in suspension or revocation of that marshal's warrant.

IV. Injury Reporting

- A. The Throwing Marshal in Charge at an event shall report, to the Deputy Earl Marshal – Thrown Weapons, 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 Deputy Earl Marshal – Thrown Weapons 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. Under-Age Throwing

- A. An under-age thrower is any thrower five (5) years of age or older but under the age of majority in the state or province that the throwing is taking place.
- B. 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. Children under the age of twelve (12) must be within direct sight and sound of a parent or legal guardian at the range at all times.
 - 3. For youths age twelve (12) and older, a parent or legal guardian may designate a “responsible adult”. To make such a designation, the parent or legal guardian must:
 - a. Attend and observe an East Kingdom thrown weapons practice with the youth; *and*
 - b. Review the Range Procedures and Range Etiquette with the youth thrower and the TMC; *and*
 - c. Execute an SCA Medical Authorization for Minors form (the youth and the “responsible adult” should both carry a copy of the executed form at all times); *and*
 - d. Execute an SCA Minor’s Consent to Participate and Hold Harmless Agreement (waiver) form, unless the youth thrower has a current SCA blue-card membership. The youth thrower

must carry either the blue card or the executed waiver form at all times.

4. At a regular local or regional practice, youths age twelve (12) and older must be within direct sight and sound of a parent, legal guardian, or “responsible adult” at the range at all times.
 5. At an event listed in the East Kingdom Calendar, the TMC may offer an option to the parent, legal guardian, or “responsible adult” of youths age twelve (12) and older, to sign-in the youths with the TMC, and allow those youths to throw unaccompanied as long as there are at least two unrelated adults at the range (one of whom may be the TMC).
 - a. Sign-in must be done on a fully-completed East Kingdom TW Youth Thrower Registration Form which will be kept at the range.
 - b. If the TMC requires an identifying token or sticker for signed-in youth throwers, those will be given at the time of signing-in. The signed-in youth thrower(s) must produce the identifying token or sticker on request by any TW marshal at the range.
 - c. The TMC for the event will clearly indicate in advance if youth sign-in will not be offered, in the event announcement in the East Kingdom Calendar and in any website or social media publication of the event.
 - d. The TMC for the event may decline or revoke the sign-in offer for any youth who, in the TMC’s judgment, engages in unsafe or inappropriate behavior at the range.
 6. The TMC of the practice or event range may not be the “responsible adult” for any participating youth thrower.
- C. Age-Specific Throwing
- Age-Specific Throwing is any throwing activities that are designed and advertised for specific age groups.
1. No one under the age of five (5) is allowed to throw.
 2. For a “Family Throwing Activity” at which every attending under-age thrower is accompanied by a parent, legal guardian, or “responsible adult”, a Warranted Youth Officer is not required to be present.
 3. For a “Youth Throwing Activity” at which youths age twelve (12) and older may be unaccompanied, the SCA Two-Deep Leadership model requires that at least two unrelated adults be present at all times, and at least one of those must be a Warranted Youth Officer (this may be the TMC for the activity).

VI. Warranting Procedure for all Thrown Weapons Marshals

- A. The applicant must petition the DEM-TW, or an assigned agent, indicating the intent to become a TWM.
- B. The DEM-TW, or an assigned agent, will train the applicant in the knowledge necessary to become a TWM.
- C. The DEM-TW, 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”. If an DEM-TW’s assigned agent does the testing, the applicant’s information must be given to the DEM-TW as soon as possible.
- D. The DEM-TW, based upon an assessment of the applicant’s book knowledge, applied knowledge, and enthusiasm, will either:
 1. Add the applicant to the roster and inform the applicant, the appropriate regional marshal, and the applicant's local group seneschal of the appointment; *or*
 2. Continue the applicant's status as an MIT. The applicant must be informed of the reason(s) for the continuance, and may apply for reconsideration after 60 days; *or*
 3. Revoke the applicant’s status as an MIT. The applicant must be informed of the reason(s) for refusal and advised of the requisite conditions for them to petition for re-acceptance as an MIT.

VII. Marshals in Training (MIT)

- A. MITs are not full marshals and have the following restrictions:
 1. An MIT must not under any circumstances run a range by themselves. They should gain experience running a range with a TWM or TMC supervising them.
 2. An MIT may inspect weapons at the request of the TMC. It is recommended they do.
- B. Performing the duties of a TWM or TMC while on MIT status without the supervision of a TWM or TMC will cause the applicant to lose their MIT status, and potentially the ability to become a marshal.

VIII. Out-of-Kingdom Marshals and Marshaling

- A. Marshaling Out-of-Kingdom
EK TWMs 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.
- B. Marshaling at Pennsic
As of this printing, Pennsic recognizes an East Kingdom Thrown

Weapons Warrant; no further action is necessary.

C. 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 Throwing Marshal in Charge.

IX. 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-weapons 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 weapon 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.

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 edge or point 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.

X. 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 TMC 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 IX 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 that 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 arc 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 marshal's discretion.

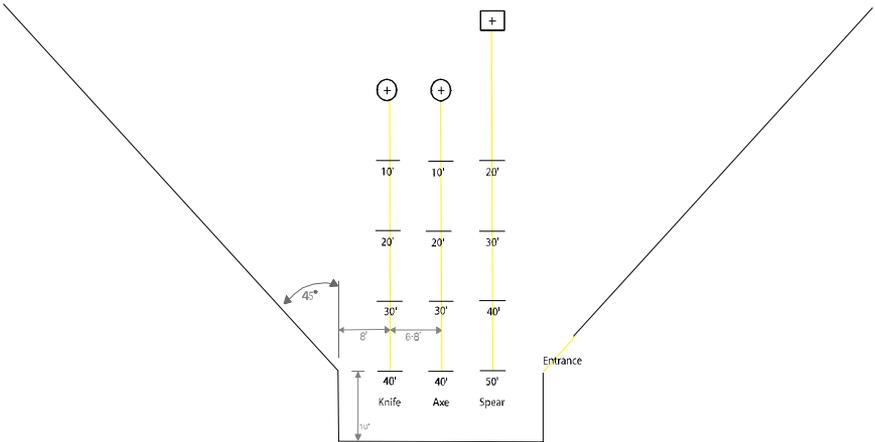
- O. All throwers on the line must throw from approximately the same distance. If individuals wish to throw from different distances, use the following guidelines:
 1. Have everyone on the line move to the farthest distance.
 2. When the range is called, allow the gentle(s) who wish to throw at that 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 throw their next volley.
 5. Continue this pattern until everyone is done.

XI. 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 arc covered by the swinging of the weapon to be clear of spectators, throwers, and other undesirable targets. A right-handed thrower will stand and throw at the *left*most target, with the entire right side of the range clear. Check with the TWM before proceeding.
- C. Check with the TWM before underhand throwing.
- D. Just before EACH throw, look behind to insure that it is clear.
- E. Do not throw at a target containing other gentles' weapons without their express permission.
- F. Ask the tending TWM for permission before 'filling in' on the line.
- G. Be aware of sharp points and edges of weapons.
- H. Throw only at designated targets.
- I. Do not throw until commanded to do so.
- J. Do not retrieve until commanded to do so.
- K. If "HOLD!" is called, put down your weapons and step back from the line.
- L. Indicate you are done once you have completed throwing.
- M. 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.
- N. Remove only your weapon from the target unless you have express permission to remove someone else's.
- O. Remove weapons by "worrying" them out. **DO NOT YANK THEM OUT.**
- P. 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.

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

XII. 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 TMC 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 may 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.
- 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 TWM 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.

XIII. 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 weapons 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.

XIV. Definitions:

- **Age-Specific Throwing:** Thrown weapons activities designed and advertised for specific age groups.
- **Assigned Agent:** A Thrown Weapons Marshal who is allowed to act on another marshal's behalf. The DEM-TW'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 training throwing marshals and promoting thrown weapons on a baronial (shire) level.
- **Burr:** Damage to a piece of metal leaving rough edges that can cut an unprotected hand.
- **Calibration Round:** A round of throws used to verify that the thrower is

- standing at the correct distance from the target for accurate scoring.
- Deputy Earl Marshal – Thrown Weapons (DEM-TW): Thrown weapons marshal responsible for establishing thrown weapons policy, training throwing marshals, and promoting thrown weapons on a kingdom level.
 - Experimental Weapon: A weapon whose 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.
 - Major Crack: Any damage to a weapon that structurally weakens the weapon.
 - Open Throwing: Thrown weapons activities open to anyone.
 - Plane of Impact: This is the direction taken by the blade or cutting surface of a thrown weapon when it strikes and sticks in a target.
 - Principality Thrown Weapons Marshal (PTWM): Thrown weapons marshal responsible for training and warranting throwing marshals, and promoting thrown weapons on a principality level.
 - Principality Lieutenant Thrown Weapons Marshal (PLTWM): Thrown weapons marshal responsible for training and warranting throwing marshals, and promoting thrown weapons in an area within a principality.
 - Regional Thrown Weapons Marshal (RTWM): Thrown weapons marshal responsible for training and warranting 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.
 - 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 ax, knife, or spear.
 - Throwing Marshal in Charge (TMC): The thrown weapons marshal in charge of all activities on the thrown weapons range.
 - Thrown Weapons Marshal (TWM): Individual responsible for assisting in the administration of a thrown weapons range.
 - Thrown Weapons Marshal-at-Large (TWML): Thrown weapons marshal responsible for training throwing marshals and promoting thrown weapons on a kingdom level.

- Thrown Weapons Marshal in Training (MIT): An individual in training to be a throwing marshal.
- Under-Age Thrower: A legal minor in the state where throwing is occurring.
- Underhand Throwing: The arc of the throw is below the shoulder, similar to an underhand softball pitch.
- Worrying: To move a weapon stuck in a target back and forth in the Plane of Impact.

East Kingdom Thrown Weapons Royal Round

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. (effective 15 April 2020)

General Rules

1. The target shall be a 3-inch circle centered inside a 8-inch circle centered inside a 14-inch circle. The center of the scoring circles shall be not less than 42 inches from the ground nor more than 50 inches from the ground. The scoring is: Center=3, Middle=2, and Outside=1.
2. The Royal Round must take place at an event listed in the East Kingdom Calendar or a practice scheduled and published at least three days in advance in the local branch newsletter, web site, or official branch email list, for it to count.
3. All scores must be witnessed by a thrown weapons marshal and one other person.
4. Although all three weapons forms are encouraged, they are not required to submit a Royal Round score.
5. Only one score for each thrower may be submitted each day of the event/practice, but there is no limit to the number of Royal Rounds that may be thrown.
6. Weapons with more than one striking surface (for example, double-headed axes) must have the edge marked that will count for scoring.
7. 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. If the handle of a spear is touching or resting on the ground it counts as a miss. If this rule sheet can be passed clearly between the handle and the ground, the throw counts.
8. If the front of the thrower's foot goes past the line, the throw will be counted as a miss.

9. The thrower has the option to ask the marshal of the line to score a throw and retrieve at any time.
10. If a weapon is cutting a line between two values, count the higher value.
11. After a thrower begins a Royal Round, they must complete that round before beginning a new round. The thrower may practice before beginning a Royal Round, but must declare when they are beginning. During a Royal Round, when a section is completed and the thrower changes weapons or distance, the thrower is allowed not more than two unscored “calibration rounds” of up to four throws before retrieval in each round, then must complete and score that section.

Axe: The axe portion of the RR consists of two rounds of 4 throws each. One round of throws will be from 10-20 feet, and one round of throws from 20-30 feet, for a total of 8 throws.

Knife: The knife portion of the RR consists of two rounds of 4 throws each. One round of throws will be from 10-20 feet, and one round of throws from 20-30 feet, for a total of 8 throws.

Spear: The spear portion of the RR consists of two rounds of 4 throws each. One round will be thrown from 15-25 feet and one round of throws from 25-35 feet, for a total of 8 throws. (Note that a hard target for spears is acceptable but EKTW rules require the thrower to be at least 20 feet from a hard target.)

Scores: Submit scores to the EKTW Scorekeeper at thrownweapons_scorekeeper@eastkingdom.org by the 25th of the month. For each thrower, include the following information:

- SCA Name
- Local Barony/Shire
- Date Thrown
- Total Score
- Axe scores at each distance
- Knife scores at each distance
- Spear scores at each distance

(A score sheet blank is available at <http://thrown-weapons.eastkingdom.org/>)

The scores of all weapons thrown will be summed for the total Royal Round score. The top three submitted Royal Round scores within the previous 24 months will be averaged together to establish position in the rankings. When a submitted Royal Round score is more than two years old, it will be dropped and the highest more-recent score on record will be used to make a

new average. When a newly-submitted Royal Round score is not higher than the three currently used for the thrower's average, the average is not recalculated. Scores will be published records for two years from the date the Royal Round was thrown.

Rankings and their required averages are:

Novice Thrower: average greater than 0, yet less than 16

Thrower: average of 16 or greater, yet less than 32

Expert Thrower: average of 32 or greater, yet less than 44

Master Thrower: average of 44 or greater, yet less than 56

Grand Master Thrower: average of 56 or greater

Rankings are maintained as long as the thrower's current scores achieve the requisite average; except for Grand Master Thrower, which may be permanently retained once achieved.

East Kingdom Thrown Weapons Royal Rounds Scores

Date _____

Event/Practice: _____

Marshal: _____

Witness: _____

| Thrower's Name | Thrower's Barony or Shire | Weapon | 10-20' (axe & knife) | | 20-30' (axe & knife) | | Total score per weapon | TOTAL SCORE |
|----------------|---------------------------|--------|----------------------|--|----------------------|--|------------------------|-------------|
| | | | 15-25' (spear) | | 25-35' (spear) | | | |
| | | Axe | | | | | | |
| | | Knife | | | | | | |
| | | Spear | | | | | | |
| | | Axe | | | | | | |
| | | Knife | | | | | | |
| | | Spear | | | | | | |
| | | Axe | | | | | | |
| | | Knife | | | | | | |
| | | Spear | | | | | | |
| | | Axe | | | | | | |
| | | Knife | | | | | | |
| | | Spear | | | | | | |

TARGET:

Center 3" :: Points = 3

Middle 8" :: Points = 2

Outer 14" :: Points = 1

REQUIRE D FOR SCORE: *Weapon(s) with more than one striking surface must have the edge marked that will count for scoring. *All scoring must be witnessed by a TW marshal and one other person. *RR must take place at an event or published practice to be counted. *Once the thrower declares the start of a scoring round, they must complete that round before beginning a new round. *Refer to complete RR rules page for details of "calibration rounds".

Submit all scores to thrownweapons_scorekeeper@eastkingdom.org by the 25th of the month. 20200101-1

A weapon cutting the line between point values counts as the higher value.

The weapon must be sticking in the target to count; spears may not touch the ground.

The front of the thrower's foot may not go past the distance line.

The thrower may request a scoring and retrieve at any time.