

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	

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.