



THROWN WEAPONS HANDBOOK

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I. INTRODUCTION

Thrown Weapons is an activity within the Society for Creative Anachronism (SCA) wherein participants throw sharp and potentially dangerous weapons at targets.

These policies constitute a set of thrown weapons “rules of the line”. Included in these policies are such items as authorizations, marshalle information, of throwing marshals, weapon classifications, line procedures, and the layout of the range.

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

II. PARTICIPANTS

- A) All participants in SCA Thrown Weapons must show a valid and current SCA Blue Membership Card or sign a waiver prior to participating.
- B) A youth thrower is any thrower under the age of majority in the state in which the throwing is taking place (generally eighteen [18]).
- C) Youth throwers must have a valid and current minor's consent to participate form signed and present.
- D) Any thrower under the age of majority must have a parent or guardian present at the throwing range.
- E) If a youth thrower is throwing, there must be at least two (2) adults present who are not married to each other. One of these adults must be a Thrown Weapons Marshal.

III MARSHALS

REQUIREMENTS

- A. All Thrown-Weapons Marshals shall be knowledgeable about throwing weapons, range safety, and SCA and Kingdom thrown weapon rules.
- B. All Thrown-Weapons Marshals are officers of the SCA and shall maintain membership as required by the SCA Bylaws, and shall be warranted by their Kingdom as required by Corpora.
- C. Thrown Weapons Marshals (TWM) must be authorized by the Outlands Thrown Weapons Deputy Archer General (TWDAG).
- D. TWMs serve under the authority of the local Captain of the Archers (COA) and therefore also the Archery General (AG).

RESPONSIBILITIES

A. THROWN WEAPONS MARSHALS

1. The TWM is responsible for maintaining the safety of the range. They will suspend thrown weapon activities if an unsafe condition exists.
2. TWMs may open or close a range for throwing.
3. The TWM will have knowledge of range safety and of thrown weapons. They will have read and be familiar with the SCA and Kingdom Thrown Weapons rules.
4. TWMs can inspect weapons and targets for usage.
5. Assist in the training of new Throwers or TWMs.
6. TWMs may remove a thrower for unsafe or discourteous behavior. Such an incident **MUST** be reported to the TWDAG as soon as possible.
7. TWMs must report monthly to the TWDAG and the local Captain of the Archers.
8. When throwing for an official score, TWM will certify and submit scores under their control to the MIC or the local CoA as official thrown weapons scores.
9. The TWM **MUST** report immediately to the MIC and in any cases of persons being injured, property being damaged, or incidents of a Thrower having to be removed from the line for safety concerns. Such incidents must also be reported to the TWDAG and AG as soon as possible.

B. MARSHAL IN CHARGE

The Marshal in Charge (MIC) is the warranted individual in charge of Thrown Weapon practice or Thrown Weapons at an event. The MIC is in charge of the line or can delegate the line responsibility.

1. The MIC must be an authorized Target Weapons Marshals (TWM).
2. The MIC is responsible for selecting and setting up a SAFE Thrown Weapons Range in a location where it is legal to practice throwing weapons.
3. The MIC will maintain the safety of the Thrown Weapons Range. They will suspend the thrown weapons activities if they determine that an unsafe condition

exists, and it will remain closed until the MIC has determined the situation has been corrected.

4. The MIC will report on the Thrown Weapons at an event and send the scores in to their CoA within in a week of the event. The CoA will send these scores into the Kingdom Scorekeeper.
5. The MIC will insure that all Throwers are "blue card" members or that a wavier has been signed.

C. THROWN WEAPONS DEPUTY ARCHER GENERAL

The Thrown Weapons Deputy Archer General (TWDAG) is appointed by the AG to consult oversee all TW activities in and involving the Outlands.

The TWDAG:

1. Must be an authorized Target Weapons Marshals (TWM).
2. Should monitor the training of throwers and TWMs.
3. Is to report quarterly to the AG about thrown weapons in the Kingdom.
4. Should encourage the development of the Thrown Weapons program in the Outlands.
5. Enforces TW rules and conventions and oversees the actions of his deputies and local marshals.
6. Handles TW related disputes, maintain the rules, take care of all reporting requirements and correspondence and any other duties as required by the Archer General.
7. Maintains reports of TWMs.
8. The TWDAG maintains safety, warrants for Marshals.

IV. RANGE PROCEDURES

- A. The Thrown-Weapons Marshal will call the throwers to the line.
- B. The Thrown-Weapons Marshal will look to see that all is clear down-range to include that throwers throwing at different targets are not in the path of each other's weapons or inside the safety area for potential bounce backs.
- A. The Thrown-Weapons Marshal will look to see that nobody is directly behind the throwers, in the path of the swing, or in the arc traversed by the swing.
- B. The Thrown-Weapons Marshal will call out "range clear" or the equivalent, and wait momentarily for any responses.
- E. If all is clear, then the order "throw when ready" or the equivalent will be given.
- F. 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. Throwers may not retrieve until the command is issued.

V. RULES OF THE THROWN WEAPONS LINE

- A. Sidarm throwing of weapons requires an adequate safe zone and the MIC's permission.

- B. Since not all weapons throw the same way or from the same distance, weapons will be thrown from a prescribe area called the “Throwing Lane.” However, the minimum safe Throwing Line is ten feet from the target for knife and axe, and twenty feet for spear into a hard target and ten feet for soft target.
- C. Throwers must ask the TWM for permission before filling in the Box.
- D. Throw only at designated targets.
- E. Do not throw until commanded to do so.
- F. Do not retrieve until commanded to do so.
- G. If “HOLD” is called, the Thrower should ensure his/her weapon is in a safe position and step back from the line.
- H. The Thrower should step back and to the side once he/she has completed throwing.
- I. Only weapons that have been inspected and approved by the TWM may be thrown.
- J. Any weapon that strikes (or is struck by) another weapon must be inspected by the Thrower and TWM.
- K. If a TWM determines that a weapon may not be used, a thrower may make adjustments to the weapon and bring it back to the same TWM for re-inspection.
- L. A thrower may appeal a TWM’s decision regarding the use of a weapon in successive order to the following: the MIC, the TWDAG, the AG, and finally the Kingdom Earl Marshal. A weapon may not be used while a decision is under appeal. Doing so may result in the loss of that thrower’s right to throw.
- M. Do not stand or walk behind Throwers in the “Lane”. Spectators and Throwers who have finished should stand to the side of the throwing lane.
- N. Do not swing weapons aimlessly or in a careless manner. Anyone engaging in unsafe acts may be removed from the area.
- O. Stay alert. Weapons can and will bounce back from the target if miss-thrown.
- P. Anyone on the range must wear closed toed shoes.

VII. WEAPONS

A. General Standards

1. 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.
2. Any equipment observed by a TWM to be unsafe shall not be used until it is made safe and re-inspected by a TWM.
3. If a throwing for an official score and using a weapon with more than one point, the thrower must declare which point is to be used for scoring.

B. 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.

C. 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.

D. Spears

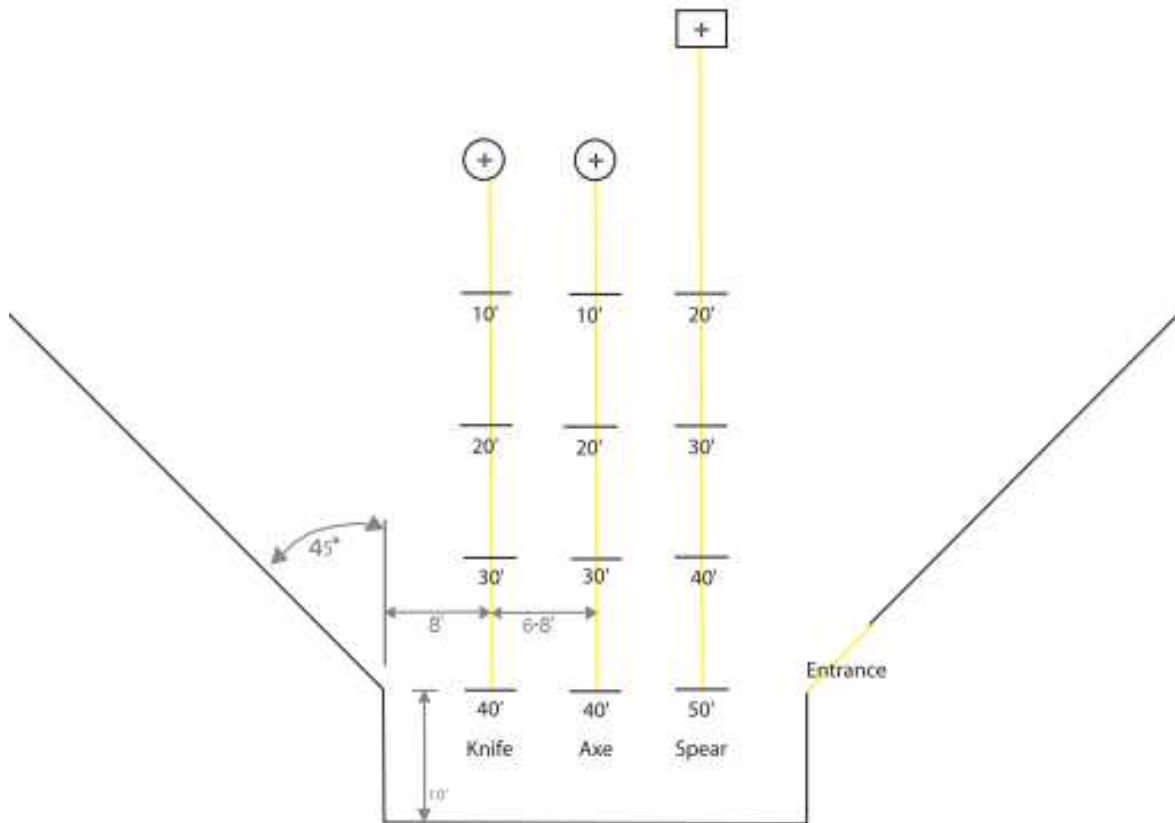
1. Spears should be of a size and weight which allows them to be thrown safely and easily by the thrower. Spears may not be excessively long or heavy.
2. Spear heads must be firmly attached to the shaft of the spear.
3. The shaft cannot have any burrs or rough surfaces that can cut or give splinters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

E. Specialized Throwing Weapons

1. 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.
2. 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.

VIII. RANGE SETUP



- The range will be identifiable at all times. Rope, tape, poles, etc., may be used to mark off the range AND the safety area.
- The Marshal in Charge shall be easily identified.
- If possible make the entrance to the throwing range at the side of the range, not the back.
- The throwing line is the closest position from which a throw can be made.
- 'Hard' targets for axes/knives and such must be at least 10 feet away from the throwing line (down range).
- 'Hard' targets for spears must be at least 20 feet away from the throwing line.
- 'Soft' targets for spears must be at least 10 feet away from the throwing line.
- 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.).
- There must be at least 6 feet between each thrower on the throwing line. For additional safety, 8 feet is recommended.
- 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.
- 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.

- L. There must be a clear area of at least 15 feet behind the targets or a protective screen or wall must be setup. More distance is recommended.

IMPORTANT: Mis-thrown weapons can, and do, bounce back, bounce to one side or the other, “clips” the target and then “takes air”. All participants and spectators must remain aware and alert to the weapons being thrown.

IX. RANKING

Thrown weapon rankings are based on the average of the top 3 scores reported during the season. For Novice, Woodsman, and Hunter throwers, all the throws may be thrown at practices. For Warrior or Weaponsmaster, one of the three scores must be thrown at an official event published on the Outlands Kingdom Calendar. Advancement may only be made by paid members of the SCA.

The Ranking system will be as follows:

- Novice 1-18.
- Woodsman 19-36.
- Hunter 37-54.
- Warrior 55-72.
- Weaponsmaster 73-90.

A thrower may be ranked in 3 separate classes: Axe, Knife, and Spear. For example a thrower that throws both axe and spear with scores of 31 and 40 respectively, would be styled as Woodsman Axe and Hunter Spear.

X. 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.

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.

XI. DEFINITIONS

- *Archer General*: The Outlands kingdom officer in charge of all archery activities in the kingdom including thrown weapons.
- *Captain of the Archers*: The local officer assigned to administer archery activities and their related sub-activities for a local group.
- *Experimental Weapon*: A weapon whose design or suitability is a work in progress.
- *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.
- *Marshal in Charge*: The thrown weapons marshal in charge of all thrown weapons activities at a particular event or practice.
- *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 Deputy Archery General (TWDAG)*: The Outlands kingdom officer in charge of thrown weapons activities.
- *Thrown Weapons Range (or simply Range)*: The area and immediate vicinity where thrown weapons activities takes place.
- *Youth*: A legal minor in the state that throwing is occurring.