

Society for Creative Anachronism

West Kingdom Thrown Weapons Handbook



Draft 1.1
Edition

Black – Society Rules

Red – West Kingdom additions to the rules

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Preface

In the West Kingdom, Thrown Weapon activities refer to the use of actual axes, knives, spears and other approved implements against targets. Activities that have weapons thrown from horseback fall under the jurisdiction of the Equestrian rules. Simulated weapons used on the battlefield in SCA-style armored combat are covered by the Western Armored Combat Manual.

Thrown-Weapons Marshals

Requirements

1. All Thrown-Weapons Marshals 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 Bylaws, and shall be warranted by their Kingdom as required by Corpora.

Responsibilities

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 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.
 - a. Equipment that does not meet the standards laid out in these rules shall not be used.
 - b. 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 that required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown-weapons activities in the Kingdom and their outcome.

Marshal Definitions for the West Kingdom

1. Thrown Weapons Range Marshal (TWRM)
 - a. Marshals and runs a thrown weapon range.
 - b. Must be knowledgeable of West Kingdom and Society Thrown Weapons rules.
 - c. Inspects thrown weapons.
 - d. Instructs new throwers.
 - e. Must be a member of the SCA to hold this status as you are considered a rostered Marshal and an officer of the SCA per Corpora.
 - f. May be a Thrown Weapons Range Marshal in Charge (TWRMIC) for an event.
 - g. If not the TWRMIC for an event, then under the direct supervision of the TWRMIC.
2. Thrown Weapons Range Marshal in Charge (TWRMIC)
 - a. The rostered Thrown Weapons Range Marshal responsible for thrown weapons activities at an event.
 - b. May have other warranted TWRMs working the range, reporting directly to TWRMIC.
 - c. Makes all appropriate event reports.
3. Senior Thrown Weapons Range Marshal (STWRM)
 - a. In addition to all responsibilities of a Thrown Weapons Range Marshal (TWRM), may authorize TWRM's.
4. Kingdom Thrown Weapons Marshal (KTWM)
 - a. Reports to the Royal Archer.
 - b. In addition to all responsibilities of a Senior Thrown Weapons Range Marshal (STWRM), may authorize a Senior Thrown Weapons Range Marshal (STWRM) with the concurrence of the Earl Marshal or the Royal Archer.

Procedures for the Authorization of Marshals

1. A Thrown Weapons Range Marshal (TWRM)
 - a. A Thrown Weapons Range Marshal (TWRM) may be authorized by a Senior Thrown Weapons Range Marshal (STWRM), the Kingdom Thrown Weapons Marshal (KTWM), the Royal Archer, or the Earl Marshal.
 - b. A Thrown Weapons Range Marshal (TWRM) may be authorized after demonstrating:
 - i. The ability to oversee safe throw weapons range operation;
 - ii. The ability to inspect of thrown weapons;
 - iii. The ability to instruct new throwers; and
 - iv. Knowledge of both West Kingdom and Society thrown weapons rules.
 - c. As a minimum, the authorizing marshal must observe the candidate for Thrown Weapons Range Marshal (TWRM) competently performing the following activities:
 - i. Set up of a thrown weapons range, being particularly cognizant of
 1. Clearance zones,
 2. Restriction of traffic through the range, or
 3. Ability to observe traffic approaching the range.
 - ii. Inspection of thrown weapons to be used on the range.
 - iii. Instruction of a new thrower.
 - iv. Running of at least one round of competition.

- d. The authorizing marshal shall sign (or cause to be issued) the combat authorization card of the new marshal, indicating authorizations as a Thrown Weapons Range Marshal (TWRM).
 - e. Furthermore, the authorizing marshal shall forward the information to the keeper of the fighter database.
2. Senior Thrown Weapons Range Marshal (STWRM)
 - a. A Senior Thrown Weapons Range Marshal (STWRM) shall be authorized by the Kingdom Thrown Weapons Marshal.
 - b. A Senior Thrown Weapons Range Marshal (STWRM) may be authorized after demonstrating:
 - i. The ability to run thrown weapons activities at an event;
 - ii. The desire to promote thrown weapons activities within the West Kingdom;
 - iii. The desire to instruct new thrown weapons marshals.
 - c. As a minimum, the Kingdom Thrown Weapons Marshal must observe the candidate for Senior Thrown Weapons Range Marshal (STWRM) competently performing the following activities:
 - i. Safely and efficiently run thrown weapons at an event as Thrown Weapons Range Marshal in Charge;
 - ii. Express a desire to become a Senior Thrown Weapons Range Marshal.
 - d. The Kingdom Thrown Weapons Marshal (or his designee) shall sign the combat authorization card of the new marshal, indicating authorizations as a Senior Thrown Weapons Range Marshal (STWRM).
 - e. Furthermore, the Kingdom Thrown Weapons Marshal shall forward the information to the keeper of the fighter database.

Reporting Procedures

1. All marshals shall report at the end of the year, as directed by the Earl Marshal, to ensure that they are added to the yearly Marshal Roster.
2. Thrown Weapons Range Marshals in Charge shall complete an Event Report for every event at which they were in charge of Thrown Weapons. Reports shall be submitted in a timely manner following the event, with copies to the Event Autocrat and the Kingdom Thrown Weapons Marshal. Format for such reports is available from the Earl Marshal.
3. Injuries that occur at thrown weapons activities shall be reported by the Thrown Weapons Range Marshals in Charge, using the form in Appendix A and transmitted to Earl Marshal, Kingdom Thrown Weapons Marshal and the Event Autocrat.
4. Any injuries related to thrown-weapons activities that required professional medical treatment as well as any potentially dangerous circumstances or incidents involving thrown-weapons activities in the Kingdom and their outcome need to be reported to the Kingdom Earl Marshal and Kingdom Thrown Weapons Marshal within 24 hours of their occurrence.

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. A thrower shall not knowingly use unsafe equipment.
 - b. 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.
 - c. 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.
 - d. 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.
 - e. 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:
 - a. How will the user be throwing the weapon? For example, will a knife be thrown by the handle or the blade?
 - b. Is the weapon designed to be thrown?
 - c. Is the weapon sturdy enough to be thrown?
 - d. How sharp is the blade?
 - e. 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.
 - f. Is the weapon either excessively light or heavy in weight?
 - g. Is the weapon either excessively short or long?
 - h. 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. **Clear tape, such as packing tape, can be used to cover a small cut or split that would generate splinters that could injure the thrower. Clear tape SHALL NOT be used to repair a structurally-deficient, broken handle. Broken handles need to be replaced.**
 - i. **Will the weapon damage the target excessively? Heavy axes can destroy log rounds, spears with sharp blade edges can cut straw bale cords and spears with quillions can damage scoring rings. A weapon can be disallowed for the particular target being used.**

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.
4. **Each knife must have a single point and not be bent. Many blades are not tempered and can be easily bent. Ensure that all knives are straightened before use.**

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. **Cracks across the grain tend to be more serious than those along the grain. Clear tape may used to repair a minor crack if it can be determined that it is not hiding a structural weakness.**
5. The haft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release. **A person should be able to carefully run their hand over these surfaces without issue.**
6. **Double-bladed axes are allowed, but in most competitions must have one blade marked with tape to indicate which blade is non-scoring.**
7. **Overly heavy axes, which can excessively damage the target, may be disallowed by the Thrown Weapons Range Marshal.**
8. **Various competitions may limit the blade length of axe.**

Spears

1. Spears may not be excessively long or heavy.
2. Spear heads must be firmly attached to the shaft of the spear. **Butt caps and quillions (if allowed) must also be firmly attached.**
3. The shaft cannot have any burrs or rough surfaces that can cut or give splinters to an unprotected hand upon release. **A person should be able to carefully run their hand over these surfaces without issue.**
4. The shaft must be sound and without major cracks.

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. **Non-spiked hammers and maces, which are not specifically designed to stick in a target, are not allowed.**
3. **Throwing axes with spikes and spiked hammers belong to this category. As they come in a multitude of configurations, the marshal must use his/her discretion on what safety issues need to be addressed. The marshal is under no obligation to allow any weapon that they are not comfortable with being thrown.**

Prohibited Weapons

Any weapon for which State Law prohibits possession is, by extension, prohibited at any event in that state. For example, shuriken or “throwing stars” are prohibited in California.

Range Safety

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
 - a. Choose a location that has a clear field of vision to the targets and enough space to set up a range safely.
 - b. Do not arrange the field such that you must throw across any walkways or traveled paths. If this is unavoidable, the paths must be blocked to through traffic.
 - c. A Thrown Weapons Range will be identifiable at all times with bright-colored rope, tape, etc., 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 and shall be clearly marked.
 - a. Each thrower shall have, at a minimum, six feet of space on the line, with recommended spacing being at least ten feet. Other shots with special circumstances may require other spacing and heightened Thrown Weapons Range Marshal supervision.
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.

Ranges Categories

1. **Closed Field**
 - a. Closed Field range is enclosed with fixed targets and throwing lines marked for each distance and are the most common used for knife, axe and spear throwing.
 - b. Closed Field ranges will be marked with a 10ft, 15ft, and 20ft line.
 - c. Corresponding lines of 30ft. and 40ft should also be marked if needed with 40 feet as the furthest distance commonly thrown on a closed range.
 - d. **Safe Zones**
 - i. The "safe zone" starts 6 ft. from the side of the thrower on each end and continues down-range at a 45-degree angle away from the targets.
 - ii. The safe zone behind the targets should extend for a minimum 50 ft. beyond the last target, unless a building or sufficiently high wall or fence will prevent the travel of overthrown weapons.
 - iii. There must be a safe "back- zone" of at least 15 ft. behind the thrower who is farthest from the target line.
 - e. See Appendix B for an Example.
2. **Open Field**

- a. An Open Field range is used for spear and is used for long distance throws up to 60 feet.
- b. Normally there is one throwing line with targets spaced at various distances.

Butts and Targets

1. Targets can be broken down into three categories, Hard, Soft and Clout targets.
 - a. A Hard Target is any target made of materials that provide a solid resistance. This includes, but is not limited to, wood butts, plywood and lumber.
 - b. A soft target is any target made of materials that do not provide solid resistance. This includes, but is not limited to, hay bales, cardboard sheets and archery broad head (foam core) targets.
 - c. Clout targets can be of any material or configuration. This includes, but is not limited to circles marked in the ground using paint or string, hula-hoops placed vertically or horizontally and/or paper plates nailed to the ground around a central stake.
2. Target type should be selected to match each weapon type.
 - a. Axes should only be used with hard targets.
 - b. Knives and spears can be used with either hard or soft targets, with hay bales recommended for spears. Hard Targets for spears have to be set at a minimum of 20ft.
 - c. Clout targets are to be used for long-range casting, such as spears.
3. All targets should be stable and secure enough to withstand repeated impacts by thrown weapons.
4. Thrown Weapons Range Marshals should endeavor to utilize the Thrown Weapons Interkingdom Challenge (TWIC) Target as a standard target whenever possible. This allows for many competitions to be entered into the yearly TWIC. The standard TWIC target is three concentric rings, of contrasting color, of the sizes and point values as follows:
 - a. 3-inch circle size, 5 points,
 - b. 8-inch circle size, 3 points, and
 - c. 14-inche circle size, for 1 point.
5. Novelty targets and points are at the discretion of the Thrown Weapons Marshal In Charge of that event.

Range Procedures and Commands

1. The Thrown-Weapons Marshal will call the throwers to the line.
2. The Thrown-Weapons Marshal will look to see that all is clear down-range.
3. 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.
4. The Thrown-Weapons 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. **In the West Kingdom, use "The range is open, you may throw when ready."**
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 Thrown-Weapons Marshal will call "weapons down" or the equivalent and wait for compliance. **In the West Kingdom, use "The range is closed."**
8. When all weapons are down, then the Thrown-Weapons Marshal will give the command, "retrieve weapons" or the equivalent. **In the West Kingdom, use "Go forward and retrieve your weapons" or "Go forward, score and retrieve you weapons."**

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, the thrower should put down his/her weapon(s) and step back from the line.
8. The thrower should step aside or back once he/she has completed throwing.
9. Do not throw weapons that have not been inspected.
 - a. Any weapon that strikes or is struck by another weapon should be inspected by the thrower after each round of throwing.
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. Throwers should always be aware of what may be in the path of his/her 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.

Requirements for foot protection

1. All throwers shall wear closed-toed shoes when throwing.
2. If the foot covering of a thrower is in question, the Thrown Weapons Range Marshal in Charge shall make the ruling as to the acceptability of the footwear.

Age requirements for participation

1. There is no default minimum age for participation, however:
 - a. The thrower must be strong enough and coordinated enough to handle the weapon safely,
 - b. The thrower must be able to understand the rules of the thrown weapons range and follow the instructions and commands of all Thrown Weapons Range Marshals, and
 - c. The thrower must be mature enough to understand that thrown weapons activities are a restricted activity that are confined to the thrown weapons range.
2. Throwers under eighteen (18) years of age, but at least fourteen (14) years of age:
 - a. The parent or guardian of the thrower shall sign the thrower into the range, acknowledging that the thrower has permission to participate.
 - b. The parent or guardian of the thrower shall remain at the event site.
3. Throwers under fourteen (14) years of age:
 - a. The parent or guardian of the thrower shall sign the thrower into the range, acknowledging that the thrower has permission to participate.
 - b. The parent or guardian of the thrower shall remain at the thrown weapons range when the thrower is participating.

Appendix A

Incident/ Accident Form

Name of injured person(s)

Legal Name:

SCA Name:

Address:

Phone:

E-Mail:

Name, date, and location of event:

Witnesses (Names, Addresses):

Describe equipment used (armor, weapons, etc.):

What were the conditions of the site (weather, footing, etc.):

What could be done to prevent a reoccurrence?

Notify Kingdom Earl Marshal within 24 hours of any injury requiring professional medical attention (hospital, doctor, nurse, clinic, etc.):

Kingdom Earl Marshal-Sir Wilhelm vom Zweikopfeigen Falka (C. William Klipstine), P.O. Box 126, San Martin, CA 95046, (408)683-4379, marshal@westkingdom.org.

Appendix B

Typical Range Layout

